



Republic of the Philippines
Department of Education
SCHOOLS DIVISION OF MARINDUQUE

Office of the Schools Division Superintendent

MEMORANDUM

CID-2026-009

TO: Assistant Schools Division Superintendent
Chief Education Supervisors
Public Schools District Supervisors
Public Elementary, Integrated, and Secondary School Heads
Private School Administrations/SUC Laboratory Principal
All Others Concerned

FROM: **LYNN G. MENDOZA, EdD**
OIC – Schools Division Superintendent

SUBJECT: CONDUCT OF 2026 DIVISION FESTIVAL OF TALENTS (DFOT)

DATE: January 30, 2026

1. In view of the 2026 Regional Festival of Talents (RFOT) which will be held on February 25-27, 2026, this Schools Division, through the Curriculum Implementation Division, will conduct the **2026 Division Festival of Talents** on February 18, 2026 at Don Luis Hidalgo Memorial School and Marinduque National High School, Malusak, Boac, Marinduque.

2. The declared district champions shall participate in the following contests:

Contest	Target Participants	Venue
Advocacy Pitch	Key Stages 3 and 4	Don Luis Hidalgo Memorial School
Bake Cares	Key Stages 3 and 4	Marinduque National High School
Cabin Craft	Key Stage 3-Grades 9&10 Key Stage 4-Grade 11 only	Marinduque National High School
Desk Mates	Key Stage 3 and 4-Grades 9-11	Marinduque National High School
Dokyuwento	Ikatlong Yugto- Baitang 10	Don Luis Hidalgo Memorial School
Pop Quiz	Key Stage 3-Grade 10	Marinduque National High School
STEMazing	Key Stages 2,3, and 4	Marinduque National High School
Techno Fusion	Grades 4-6	Marinduque National High School

3. Since the Special Program for the Arts (SPA) and Special Program in Foreign Language (SPFL) are offered by Marinduque National High School and Dolores National High School respectively, they shall select potential contestants and coaches who will represent this Division in the following contest categories:

3.1 CineMunti (3 learner-participants for media arts and/or theater from Key Stages 3 and 4
1 learner-participant for creative writing from Key Stages 3 and 4
2 learner-participants for SPFL Chinese-Mandarin from Key Stage 3)

3.2 Likhawitan (3 learner-participants for music composition and performance from Grades 7-12
1 learner-participant for SPFL Spanish from Grades 7-10)

4. Attached are the drafts of the Specific Guidelines for the Different Contests of the 2026 National Festival of Talents (NFOT) for guidance and reference in the conduct of the District and Division Level Competitions.

5. Districts are expected to hold their District Festival of Talents on February 9-13, 2026, while the private schools and SUC (which shall be considered one district) are encouraged to hold their own competition on the same dates. Only the District Champion shall participate in the Division Festival of Talents.

6. Also attached are the Technical Working Groups per contest category and the Matrix of Activities.

7. Marinduque National High School (MNHS) is requested to facilitate the Registration and host the Opening Program. Both MNHS and Don Luis Hidalgo Memorial School (DLHMS) are requested to prepare the rooms and other available materials to be used in the contests.

8. Contestants are expected to bring their own materials and equipments to be used in the different phases of the competition.

9. A registration fee of Php 200.00 shall be collected from the learner and teacher-participants for food and other incidental expenses, charged to School MOOE, local funds, or other eligible sources subject to existing government accounting and auditing rules and regulations.

10. For queries or concerns, please contact the concerned CID Education Program Supervisors.

11. Immediate dissemination of and compliance with the contents of this Memorandum are desired.

2026 DIVISION FESTIVAL OF TALENTS

Matrix of Activities

February 18, 2026

Time	Activity	Venue
7:00 AM – 8:00 AM	Registration	Marinduque National High School
8:00 AM – 9:00 AM	Opening Program	Marinduque National High School
9:00 AM – 5:00 PM	Orientation, Contest Proper, and Awarding Ceremony	Don Luis Hidalgo Memorial School
	Advocacy Pitch	Don Luis Hidalgo Memorial School
	Bake Cares	Marinduque National High School
	Cabin Craft	Marinduque National High School
	Desk Mates	Marinduque National High School
	Dokyuwento	Don Luis Hidalgo Memorial School
	Pop Quiz	Marinduque National High School
	STEMazing (Elementary)	Don Luis Hidalgo Memorial School
	STEMazing (Secondary)	Marinduque National High School
	Techno Fusion	Marinduque National High School

This draft and the contests' mechanics await review and approval from the DepEd ExeCom.

SPECIFIC GUIDELINES FOR THE DIFFERENT CONTESTS OF THE 2026 NATIONAL FESTIVAL OF TALENTS (NFOT)

The specific guidelines for the different contests of the 2026 NFOT are provided as follows:

ADVOCACY PITCH

KEY STAGE	Key Stages 3 and 4 (Grades 7 to 12)
NO. OF PARTICIPANT/S	Two (2) learner-participants per region Two (2) teacher-coaches per region
TIME ALLOTMENT	126 minutes
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	Publishing and Printed Media and Performing Arts Domains
CAREER PATHWAYS	The Advocacy Pitch contest 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. Similarly, the ability to articulate ideas with clarity and influence and to stand on the right perspective on social issues, is crucial in today's workplaces, where professionals must often advocate for projects, propose solutions, promote initiatives, or communicate organizational goals. This contest develops these foundational abilities early, preparing learners to excel in modern, communication-driven industries.
DESCRIPTION	Advocacy Pitch is a team competition for Grades 7-12 learners designed to evaluate how effectively learners craft and deliver a compelling pitch for a specific purpose or occasion using strong verbal and non-verbal communication strategies supported by appropriate information and communications technology (ICT) resources, to convey a meaningful and influential message. The competition 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.
TECHNICAL SPECIFICATIONS	

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A. MATERIAL, TOOLS, AND, EQUIPMENT	To be provided by the learner-participants: <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)	To be provided by the Technical Committee: <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● Printers● Bookstand (for the script)		
B. VENUE	Airconditioned/Well-ventilated: Preparation Room, Holding Room, and Contest Room			
CRITERIA FOR JUDGING	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%
		Content Organization and Flow	40	
		Visual Consistency and Branding	25	
		Typography and Readability	10	
		Layout, Balance and Margins	15	
		Total	100	
	TOTAL			100%

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Rubrics for Advocacy Pitch

Scale	4 Excellent	3 Very Satisfactory	2 Satisfactory	1 Needs Improvement
16-slide PowerPoint Presentation 10%				
Focus & Clarity of Content (25pts)	Slides present one clear idea, use only essential points, and the main takeaway is instantly understood.	Slides are mostly focused; minor unnecessary details but the main idea remains clear.	Slides contain more than one idea or too many points, making the message less clear.	Slides are cluttered, unfocused, the main idea is difficult to understand.
Visual Effectiveness (25pts)	Graphics support the message well; layout is clear and avoids clutter or overload.	Visuals are generally effective; minimal clutter but still understandable.	Visuals are present but may distract or add unnecessary complexity.	Poor layout of visuals causes confusion and makes the slides difficult to understand.
Credibility & Attribution (10pts)	All sources and visuals are properly credited and clearly identified.	Most sources are credited, with only minor omissions.	Some important credits/citations are missing or unclear.	No credits given for borrowed information or visuals.
Technical Aspects & Readability (15pts)	Text and visuals remain readable even with technical issues; design does not rely on animations.	Mostly readable text and visuals; minor elements may be affected by technical limitations.	Some parts may be difficult to read due to low contrast or rely on animations.	Slide becomes unclear or unreadable with technical disruptions.
Overall Craftsmanship (25pts)	Slide shows strong refinement, polished design, and consistent formatting.	Slide is generally well-made; minor inconsistencies exist.	Slide appears minimally revised; several inconsistencies in design.	Slide appears rushed, unrefined, and inconsistent in design.
Tri-Fold Brochure 20%				
Panel Layout & Structural Accuracy (10pts)	Panels follow correct tri-fold structure; panel widths are accurate; folding is neat and aligned.	Layout is mostly correct; minor spacing or folding inconsistencies but still functional.	Some panels are misplaced or misaligned; layout affects folding but remains usable.	Incorrect panel order or width; brochure does not fold or align properly.

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Content Organization & Flow (40pts)	Content is placed on the correct panels; flow is clear from cover to interior to back cover.	Flow is mostly logical; minor misplacements but overall understandable	Sections are out of sequence or confusing; information flow is disrupted.	Content placement is disorganized and does not follow tri-fold standards
Visual Consistency & Branding (25pts)	Images and colors follow a consistent style and align well with the brand.	Mostly consistent visuals; minor mismatches in image style or color usage.	Visual inconsistency is noticeable; some elements break the cohesive look.	No visual consistency; images and colors appear random or mismatched
Typography & Readability (10pts)	Uses no more than two fonts; clear headers; concise text; very easy to read.	Generally readable; minor issues with font choices or text length.	Multiple fonts or long text sections make reading harder.	Text is cluttered, inconsistent, difficult to read
Layout Balance & Margins (15pts)	Text and images are balanced with proper margins (around 0.25"); clean, uncluttered layout.	Good balance; slight crowding but still neat.	Some areas look cramped or poorly spaced.	Layout appears crowded or messy; margins are not observed.
Advocacy Pitch				
70%				

<p>A. Analysis and Content (45pts)</p>	<p>The speakers fully address the question/topic directly and effectively; the presentation is highly informative, and enhances audience understanding; arguments are consistently supported with logical reasoning, relevant facts, examples, and credible expert opinions; all data and examples are properly documented; all information is fully pertinent to the advocacy focus.</p>	<p>The speakers address the question/topic with minor lapses; the presentation is generally informative; most arguments are supported with reasoning, facts, examples, or credible opinions; most data/examples are documented; the information is mostly relevant to the advocacy focus, utilizing effective visual examples or signs.</p>	<p>The speakers address the question/topic inconsistently; the presentation provides limited information and may lack clarity; some arguments are supported, but many are weak or unsupported; documentation of data/examples is incomplete or unclear; some information is off-topic or only somewhat related to the advocacy focus.</p>	<p>The speakers not clearly address the question/topic; the presentation is unclear and lacks meaningful information; arguments are unsupported and illogical; data/examples are missing or improperly documented; most of the information irrelevant to advocacy focus.</p>
<p>B. Organization (30pts)</p>				
<p>Introduction (10 pts)</p>	<p>The speakers immediately capture and maintain the audience's attention; the topic is clearly and confidently introduced via visual aids; the topic is clearly and confidently introduced; main points are effectively outlined, providing a clear visual/roadmap for the presentation.</p>	<p>The speakers capture the audience's attention most of the time; the topic is mostly clear; main points are outlined, though some visual transitions may lack clarity or detail.</p>	<p>The speakers only partially capture audience attention; the topic is somewhat unclear; main points are vaguely introduced or partially outlined or the visual roadmap is incomplete.</p>	<p>The speakers fail to capture audience attention; the topic is unclear or confusing; main points not outlined or missing.</p>

Body (10 pts)	The presentation is divided into clear, well-defined sections; transitions, internal summaries; ideas flow logically and coherently from introduction to conclusion.	The presentation has mostly clear sections; most sections are adequately covered; ideas generally follow a logical sequence with minor lapses in coordination between the presenter and the slides.	Sections are only somewhat clear or inconsistently divided; some sections are rushed or underdeveloped; logical flow is inconsistent making it difficult to follow the sequence.	Sections are unclear or poorly defined; key sections are omitted or inadequately addressed; ideas are disorganized and difficult to follow.
Conclusion (10 pts)	The speakers effectively tie together all parts of the presentation, creating a unified and coherent argument; the main message is clearly stated with no ambiguity; the presentation ends with a strong, definitive conclusion.	Most parts of the presentation are well-connected; the main message is generally clear; the conclusion provides closure but may lack emphasis or impact.	Connections between sections are inconsistent; the main message is somewhat unclear; the conclusion is weak or only partially addresses the presentation's main point.	The presentation lacks cohesion; the main message is unclear or missing; there is no clear conclusion leaving the audience without closure.
Delivery (25pts)				
Language Style (10pts)	Language is highly suitable for informing and engaging the audience; it is clear, precise, grammatically correct, and vivid; delivery is natural, confident, and spontaneous; word choice effectively reinforces the key ideas.	Language is generally suitable and mostly clear; though minor grammatical or stylistic issues may be present; delivery is mostly natural; word choice generally supports the key ideas.	Language is somewhat unclear, imprecise, or occasionally inappropriate; some grammatical errors are noticeable; delivery may be hesitant or uneven; word choice only partially supports the key ideas.	Language is unclear, confusing, and inappropriate; frequent grammatical errors; delivery is unnatural and hesitant; word choice fails to support the key ideas.

<p>Delivery (10 pts)</p>	<p>The speakers enunciate words clearly and speak at an appropriate volume throughout; vocal variety (rate, pauses, pitch) is consistently effective in maintaining audience engagement and emphasizing key points. The speakers are well-synchronized with the automatically timed PowerPoint slides, using them purposefully to support and enhance the message without relying on them excessively; speaker is perfectly synchronized with auto-timed slides to ensure the message is seamless.</p>	<p>The speakers' words are generally clear and the volume is appropriate most of the time; some vocal variety is present but may lack consistency. The speakers show good coordination with the slide progression, using the slides appropriately, though timing or emphasis may occasionally be off.</p>	<p>The speakers' enunciation is sometimes unclear and the volume may fluctuate; limited vocal variety leads to reduced audience engagement. The speakers show inconsistent coordination with the auto-timed slides, at times rushing, lagging, or reading directly from the screen; shows inconsistent coordination with auto-timed slides, causing the interpreter to rush or lag.</p>	<p>The speakers frequently lack clear enunciation and appropriate volume; there is little or no vocal variety, making the presentation difficult to follow. The speakers are poorly synchronized with the slides and appear unprepared, relying heavily on the PowerPoint instead of delivering confidently.</p>
<p>Physical Delivery (5 pts)</p>	<p>The speakers demonstrate strong composure, confidence, and professionalism; gestures and signs are purposeful and varied, movements are motivated by</p>	<p>The speakers show general composure and confidence; gestures, signs and movements are mostly effective, and eye contact is mostly direct; note cards, if used, are</p>	<p>The speakers show some nervousness or lack of confidence; gestures, signs and movements are limited or only occasionally motivated by content; eye</p>	<p>The speakers lack composure and confidence; gestures and movements are absent or inappropriate; eye contact is poor; note cards distract significantly from the</p>

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	content, and eye contact is engaging; note cards, if used, are unobtrusive and do not distract from delivery.	minimally distracting.	contact is inconsistent; note cards may be somewhat distracting.	delivery.
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Score Equivalence				
Points	4	3	2	1
45	45	23	15	11
40	40	20	13	10
35	35	18	12	9
30	30	15	10	8
25	25	13	8	6
20	20	10	7	5
15	15	8	5	4
10	10	5	3	3
5	5	3	2	1

ADVOCACY PITCH

MECHANICS

Pre-Event

- A. Advocacy Pitch is open to all Key Stages 3 and 4 learners (Grades 7 – 12) 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 two (2) teacher-coaches.
- 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 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 Technical Working Group (TWG) 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. TWG 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 TWG after the allotted preparation time.
4. Designated time will be allocated for participants to print materials, strictly adhering to the queue established by the TWG. 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. TWG 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 TWG.

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 TWG shall raise the green flag to cue the start of the slide presentation. The TWG 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. TWG shall escort the team off the stage.
2. The TWG 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.
Results will be announced during the awarding ceremony.

**ADVOCACY PITCH
TECHNICAL WORKING GROUP**

Chairperson	-	Mrs. Jelly L. Sore
Co- Chairperson	-	Mr. Ray Alben M. Manaog
Documenter	-	Miss Carren M. Mapacpac
Proctors	-	Mrs. Ederlyn C. Quezada Mr. Jojo A. Matre Mr. Ferdinand V. Villanueva Mrs. Giezel M. Fabrero Mrs. Crystal L. Insigne Mrs. Noralie E. Lagar
Judges	-	Dr. Fretzie P. Alcantara Mr. Jake C. Yao Mr. Joseph Arnold L. Almonte

BAKE CARES

BREAD AND PASTRY PRODUCTION (Baking and Decorating)

KEY STAGE	Key Stage 3 (Grades 9 to 10); Key Stage 4 (Grade 11 only), Transition Program for Learner with Disabilities (LWDs)	
NO. OF PARTICIPANT/S	Three (3) learner-participants: <ul style="list-style-type: none">Two (2) typically developing learners under the SPTVE/TLE/TVLOne (1) learner with disability (LWD) One (1) teacher-coach for typically developing learners One (1) teacher-coach for LWD	
TIME ALLOTMENT	240 minutes, excluding interview	
PERFORMANCE STANDARD	The learners use and maintain appropriate baking tools and equipment and follow the Occupational Health and Standard (OHS) in baking and decorating cake. This competency ensures a seamless transition from the classroom to community-based livelihood or employment for LWDs enrolled in the Transition Program.	
21 ST CENTURY SKILL/S	Communication in the workplace, use of appropriate technology, learning and innovative skills and abilities where learners think critically, reflectively, and creatively, and analyze and solve problems	
CREATIVE INDUSTRIES DOMAIN	Baking and Design	
DESCRIPTION	Bake Cares is an NFOT contest that allows typically developing learners and learners with disabilities (LWDs) to work together in showcasing bread and pastry production, including decorating skills. The task involves the preparation and icing of a one-layer chiffon cake with a size of 6x3 inch round mold.	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS, AND, EQUIPMENT	To be provided by learner-participants: <ul style="list-style-type: none">Personal Protective Equipment (PPE)Packaging Materials (not included in the judging)	To be provided by the Technical Committee: <ul style="list-style-type: none">Baking ingredientsMarketable ingredientsIcing: Commercial Non-Dairy Cream Paste for superior stabilityStoveOvenLPGBaking utensilsWorking tableCooking areaWater outlet/supplyUtility expenses
B. VENUE	Well-ventilated laboratory room with sufficient water supply, electrical outlet, medical kit, and fire extinguisher	

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	and one (1) adjacent room as holding area for teacher-coaches	
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	See attached rubrics.	

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Rubrics for Bake Cares

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. LWDs exhibit total mastery of techniques through the independent use of assistive tools or modified strategies.	Strong understanding; minor deviations; good technique. LWDs exhibit good technique by consistently utilizing assistive tools or modified strategies with minimal supervision.	Adequate understanding; some confusion; timing issues. LWDs successfully executes cake making steps but shows minor inconsistency during transitions. While proficient in using adaptive tools, the learner still benefits from periodic cues and visual schedules to ensure a logical workflow and prevent sequencing errors.	Limited understanding; misses steps; poor technique. LWDs demonstrate an emerging understanding of baking sequences, though steps are occasionally omitted or performed out of order. Technical execution, such as icing making and ingredient measurement, remains inconsistent. At this stage, the learner requires continuous supervision and a high level of scaffolding through frequent physical or verbal prompting to ensure safety and task completion.	Minimal understanding; fails steps; lacks sequencing. LWDs demonstrate a fragmented understanding of procedural sequences, often requiring a reset of the task due to omitted steps. Engagement with ingredients is characterized by a high level of dependency, requiring continuous, full physical assistance (hand-over-hand) to initiate and complete basic motor actions.

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Proper Use of Tools & Equipment	15%	Expert knowledge; safe, efficient handling; proper maintenance. LWDs exhibit total independence in setting up, utilizing, and performing basic maintenance—such as the deep cleaning of mixer attachments or the recalibration of adaptive scales.	Good knowledge; minor hesitation. LWDs exhibit a high degree of independence in utilizing tools, though they may occasionally require a brief verbal or visual reminder regarding specialized storage or advanced cleaning for complex machinery.	Basic knowledge; occasional reminders. LWDs exhibit a developing ability to handle tools but may show inconsistency in post-use cleaning or proper storage.	Limited knowledge; frequent errors; safety concerns. LWDs at this stage require constant, close supervision and repeated physical or verbal prompting to use assistive devices. The learner is not yet able to maintain the workstation independently, often requiring assistance.	Minimal knowledge; unsafe handling. LWDs at this stage require full, continuous "hand over-hand" physical support to hold or touch ingredients and tools. There is a lack of awareness regarding tool function and safe protocols.
Palatability	20%	Outstanding taste, texture, aroma; perfect balance	Very good flavor and texture	Acceptable taste; balanced enough	Below average; moisture issues	Poor taste; unbalanced flavor
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

BAKE CARES
TECHNICAL WORKING GROUPS

Content Administrator - Maria Niña Manrique
Judges - Coaches

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CABIN CRAFT

KEY STAGE	Key Stage 3 (Grades 9 to 10) and Key Stage 4 (Grade 11 only)																									
NO. OF PARTICIPANT/S	One (1) learner-participant One (1) teacher-coach																									
TIME ALLOTMENT	240 minutes, excluding interview																									
PERFORMANCE STANDARD	The learners create a house plan following architectural standards.																									
21 ST CENTURY SKILL/S	Core skills supported using ICT, technical, information management, communication, collaboration, creativity, critical thinking, and problem-solving																									
CREATIVE INDUSTRIES DOMAIN	Design																									
DESCRIPTION	Cabin Craft is an NFOT contest that allows learner-participants to perform mensuration and calculations, interpret technical drawings and plans, and prepare computer-aided drawings with structural layout and details.																									
TECHNICAL SPECIFICATIONS																										
A. MATERIALS, TOOLS, AND EQUIPMENT	To be provided by the learner-participants: <ul style="list-style-type: none">• None	To be provided by the Technical Committee: <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)• Stapler and staple wire• Display Board																								
B. VENUE	Well-ventilated laboratory room with sufficient water supply, electrical outlet, medical kit, and fire extinguisher and 1 adjacent room as holding area for teacher-coaches																									
CRITERIA FOR JUDGING	<table><thead><tr><th>Criteria</th><th>Percentage</th></tr></thead><tbody><tr><td>Accuracy</td><td>40%</td></tr><tr><td><i>Floor Plan</i></td><td>15%</td></tr><tr><td><i>Elevations</i></td><td>15%</td></tr><tr><td><i>Perspective</i></td><td>10%</td></tr><tr><td>Aesthetic/Architectural/Originality and Creativity of Design</td><td>40%</td></tr><tr><td><i>Architectural</i></td><td>15%</td></tr><tr><td><i>Aesthetic</i></td><td>5%</td></tr><tr><td><i>Structural</i></td><td>10%</td></tr><tr><td><i>Originality</i></td><td>5%</td></tr><tr><td><i>Details</i></td><td>5%</td></tr><tr><td>Ability to Present the Process</td><td>10%</td></tr></tbody></table>		Criteria	Percentage	Accuracy	40%	<i>Floor Plan</i>	15%	<i>Elevations</i>	15%	<i>Perspective</i>	10%	Aesthetic/Architectural/Originality and Creativity of Design	40%	<i>Architectural</i>	15%	<i>Aesthetic</i>	5%	<i>Structural</i>	10%	<i>Originality</i>	5%	<i>Details</i>	5%	Ability to Present the Process	10%
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Ability to Present the Process	10%																									

This draft and the contests' mechanics await review and approval from the DepEd ExeCom.

	Speed	10%
	Total	100%
RUBRICS	<i>See attached rubrics.</i>	

DRAFT 02JAN2026

This draft and the contests' mechanics await review and approval from the DepEd ExeCom.

Rubrics for Cabin Craft

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 representation.	Mostly accurate with minor distortions.	Limited depth; noticeable inconsistencies.	Weak perspective; several inaccuracies.	Incorrect or unclear perspective overall
Aesthetic/Architectural/Originality and Creativity of Design - 40%						
<i>Architectural</i>	15%	Strong logic; functional, efficient, coherent; well-justified decisions	Solid reasoning with minor weaknesses.	Some gaps or unresolved layout issues.	Weak reasoning; lacks cohesion.	Very poor or illogical design.
<i>Aesthetic</i>	5%	Highly visually appealing; strong composition; clean, polished.	Attractive with minor issues.	Limited clarity; inconsistent style.	Poor visual quality; unrefined.	Very poor aesthetics; unclear presentation.

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<i>Structural</i>	10%	Realistic, well-planned, logically integrated structure.	Mostly logical; minor inconsistencies.	Some unclear or questionable structural elements.	Major flaws; unrealistic planning.	Illogical or nonfunctional structure.
<i>Originality</i>	5%	Innovative approach; unique interpretations; creative execution.	Some original or creative elements.	Basic, common, or standard ideas.	Minimal originality.	No originality.
<i>Details</i>	5%	Thorough details (doors, fixtures, notes, materials, etc.); refined linework.	Mostly detailed; minor omissions.	Several unclear or missing details.	Very limited detailing.	Insufficient 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.

**CABIN CRAFT
TECHNICAL WORKING GROUPS**

Content Administrator - Rowena M. Loto

Judges - Coaches

DESKMATES

KEY STAGE	Key Stages 3 and 4 (Grades 9 to 11)	
NO. OF PARTICIPANT/S	Two (2) learner-participants One (1) teacher-coach	
TIME ALLOTMENT	360 mins (exclusive of 30 minutes lunch break and interview)	
PERFORMANCE STANDARD	The learner shall be able to apply quality standards on raw or finished furniture products, components, and finishing materials based on job requirements. (Lesson 8: Applying Quality Standards or AQS).	
21 ST CENTURY SKILL/S	Information, Media, and Technology Skills Learning and Innovation Skills Life and Career Skills Communication Skills	
CREATIVE INDUSTRIES DOMAIN	Design and Craft Area	
DESCRIPTION	<p>DeskMates is an NFOT contest that evaluates learner-participants' skills in measurement, calculation, and technical drawing through the design and construction of an office table with storage. Learner-participants must strictly follow the prescribed dimensions: 29.5 inches (H), 48 inches (L), and 24 inches (W).]</p> <p>The contest emphasizes accuracy, workmanship, and compliance with specifications, assessing learners' ability to apply technical knowledge and practical construction skills aligned with TVET standards.</p>	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS, AND EQUIPMENT	<p>To be provided by the learner-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• Personal Protective Equipment (PPE)	<p>To be provided by the Technical Committee:</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 sandpaper• 4 pcs - #180 sandpaper• 4 pcs - #100 sandpaper• 1 Liter of Pioneer wood glue• ½ kilo - 2 ¼ inches finishing nail• ½ kilo - 1 inch finishing nail• 1 pair - concealed hinge• Hand Tools

This draft and the contests' mechanics await review and approval from the DepEd ExeCom.

		<ul style="list-style-type: none">- Hammer- Cross Cut Saw- Hand Planer- Jack Plane- Try Square- Push Rule- Chack line- Nail set- Pencil● Working Table● Extension Cord																				
B. VENUE	Well-ventilated room with electrical outlet, medical kit, and fire extinguisher and 1 adjacent room as holding area for teacher-coaches																					
CRITERIA FOR JUDGING	<table><tr><th>Criteria</th><th>Percentage</th></tr><tr><td>Workmanship</td><td>60%</td></tr><tr><td>Creativity</td><td>20%</td></tr><tr><td>Accuracy</td><td>20%</td></tr><tr><td>Quality of Product</td><td>20%</td></tr><tr><td>Proper Use of Materials, Tools and Equipment</td><td>20%</td></tr><tr><td>Safety work habits & housekeeping</td><td>10%</td></tr><tr><td>Speed 5%</td><td>5%</td></tr><tr><td>Ability to Present the Process</td><td>5%</td></tr><tr><td>Total</td><td>100%</td></tr></table>		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%
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Total	100%																					
RUBRICS	See attached rubrics.																					

This draft and the contests' mechanics await review and approval from the DepEd ExeCom.

Rubrics for DeskMates

Criteria	Excellent (5)	Highly Proficient (4)	Proficient (3)	Developing (2)	Beginning (1)
Workmanship – (60%)					
Creativity (20%)	Unique and imaginative furniture design with innovative features	Some creative elements, but lacks uniqueness	Basic design with minimal creativity	Little creativity, lacks originality	Absence of Creativity and originality
Accuracy (20%)	Well-proportioned and precise, follows furniture design standards	Mostly accurate with minor proportion issues	Mostly accurate with major proportion issues	Noticeable inaccuracies in proportions	Major proportion errors, lacks balance
Quality of Product (20%)	Finish is smooth and consistent no imperfection (no drips, blotches or missed spots)	Finish is smooth and consistent little imperfection (little drips, blotches or missed spots)	Finish is smooth to the touch, but some minor imperfections, drips, or inconsistencies in stain may be visible	Finish is partially smooth to the touch, but some minor imperfections, drips, or inconsistencies in stain may be visible	Finish appears blotchy or incomplete; multiple drip marks and imperfection are everywhere
Proper Use of Materials, Tools and Equipment (20%)	Select and uses all tools and equipment correctly and confidently without assistance. Operate tools according to manufacturer instructions.	Uses tools and equipment correctly and confidently most of the time	Uses tools and equipment correctly but sometimes needs clarification or guidance	Uses tools and equipment incorrectly or less confidence most of the time	Unable to use tools or equipment properly

This draft and the contests' mechanics await review and approval from the DepEd ExeCom.

Safety Work Habit & House Keeping (10%)	Always wear PPE excellently follow safety rules for tool and machine use and maintain a clean and organized workplace at all times	Consistently wear PPE, follow safety rules for tool and machine use and maintain a clean and organized workplace at all times	Wear some PPE, follow safety rules for tool and machine use and maintain a clean and organized workplace sometimes	Wear PPE intermittently, inconsistently follow safety rules for tools and machines use and not so clean and organized workplace	Consistently neglect wearing of PPE, not following safety rule for tools and machines use and messy and disorganized workplace
Speed (5%)	Routinely uses time well throughout the contest; completes output ahead of time or on time with a high degree of efficiency	Uses time fairly well; completes output on time with minor time management issues	Procrastinates somewhat but gets the job done on time; pace is productive	Unable to adequately meet timeline; requires excessive time to complete tasks	Fails to finish on time or shows no interest in completing the project within the given timeframe
Ability to present the process (5%)	Answers are accurate, well structured, delivered confidently and with comprehensive explanation	Answers are accurate, well-structured and delivered confidently but one area may lack thoroughness	Answer is mostly accurate, well-structured and delivered confidently but one or more area may lack thoroughness	Answers are incomplete, missing significant parts of the question's requirement	Answers are largely incomplete or absent

DESKMATES

TECHNICAL WORKING GROUPS

Content Administrator - Aniceto Regencia
Judges - Coaches

TECHNO FUSION



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Website: <https://depedmarinduque.com>

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 a pagbuo ng iskrip at apat (4) na oras sa pagbuo ng video at ib pang teknikal na kailanganin
PAMANTAYAN SA PAGGANAP	Nakabubuo ang mga mag-aaral ng sariling multimodal n presentasyon (DokyuWento) na nagpapakita ng kasanayan komunikatibo, malikhaing pagsasalaysay, mapanuring pag unawa, at etikal na pananagutan sa pagpapahayag n makatotohanan, angkop, at napapanahong impormasyon tungke sa isang paksa para sa tiyak na layunin at target na babasa n kapaki-pakinabang sa pagganap bilang makabansa at global n 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
TUNGUHING KARERA	Multimedia at Creative Production Journalism, Communication, at Media Community Development, at Social Work Public Relations
DESKRIPSIYON	Nilalayan ng DokyuWento na magamit ang Wikang Filipino s pagpapahayag ng mga danas ng mga Pilipino sa pamamagitan n pagbuo ng malikhaing dokumentaryo habang nililinig an kasanayan sa pananaliksik, pagsasalaysay, at mapanuring pag iisip at pinahahalagahan ang wika, kultura, at mga usapin panlipunan. Binubuo ng timpalak na ito ang natamong mg kasanayan sa pagkatuto ng Filipino mula sa unang yugt hanggang sa ikatlong yugto. Bubuo ng limang (5) minuton dokyumentaryo ang mga kalahok tungkol sa isang tiyak a napapanahong paksa.
TEKNIKAL NA ESPESIPIKASYON	
A. MGA MATERYAL, KAGAMITAN, KASANGKAPAN AT IBA PANG KAUGNAY	<p>Dadalhin ng mga kalahok: mobile phone, tripod/gimbal, wireless lapel, power bank at cord na akma sa laptop para sa paglipat ng file.</p> <p>Technical Specification ng Mobile Phone (<i>minimum</i>)</p> <ul style="list-style-type: none"> • 8 GB RAM • 128 storage • 8-12 core processor • 1080p-4k camera resolution capable to install video editin applications like Capcut (free) and Adobe Premier Rush Adob license from DepEd

	Galing sa Tagapamahala: <ul style="list-style-type: none"> • Kaugnay na mga suplay at materyal para sa pagtatanghal • Kaugnay na artikulo, batas, balita, mga saliksik at iba pang teksto • orasan at flaglets • Mga opisyal na papel sa pagtatala ng marka • Wireless na mikropono na may stand • Sound system • mga sertipiko • mga lapis • mga ballpen mga folder • mga larawan o kagamitang nakatuon sa tema at layunin • bond paper • holding area, silid ng paghahanda at silid paligsahan • laptop 												
B. LUGAR NA PAGGAGANAPAN	<ol style="list-style-type: none"> 1. Silid kung saan bubuoin ang <i>storyboard</i> at/ o konsepto n DokyuWento. Mahalagang komportable ang mga mag-aaral na makapag-isip at hindi siksikan ang silid. 2. <i>Gymnasium</i> o isang maluwang na lugar kung saan nil gagawin ang DokyuWento. 3. <i>Auditorium</i> o <i>Function Hall</i>, lugar kung saan panonoorin an DokyuWento 												
C. MGA PAMANTAYAN SA PAGTATANGHAL	<table> <tr> <th>Mga Pamantayan</th><th>Bahagdan</th></tr> <tr> <td> Nilalaman <ul style="list-style-type: none"> • Angkop ang natukoy na paksa mula sa mga ibinigay na teksto at may malinaw na batayan; • Holistiko at maayos ang pagkakabuo ng DokyuWento • May <i>Hook</i> na maaaring nagpapakita ng tanong, estadistika, o nakakagulat na impormasyon • Malinaw ang ugnayan ng mga konsepto at kaisipan • Angkop at tumpak ang mga salitang ginamit. </td><td>40%</td></tr> <tr> <td> Kalidad/ Presentasyon <ul style="list-style-type: none"> • Mabisa at malikhain ang paggamit ng wika; • Natatangi ang teknik na ginamit; • Angkop ang daloy ng ideya; at • Gumamit ng <i>visual effects</i> hal. video transition/ animation </td><td>30%</td></tr> <tr> <td> Hikayat/ Dating sa madla <ul style="list-style-type: none"> • Nakapanghihiikayat at kapana-panabik ang bawat daloy • Naipakikita ang empatiya at responsableng pananaw </td><td>20%</td></tr> <tr> <td> Nakasunod sa Takdang Oras <ul style="list-style-type: none"> • Naipasa sa takdang oras • Nakasunod sa limang (5) minutong DokyuWento </td><td>10%</td></tr> <tr> <td>Kabuoan</td><td>100%</td></tr> </table>	Mga Pamantayan	Bahagdan	Nilalaman <ul style="list-style-type: none"> • Angkop ang natukoy na paksa mula sa mga ibinigay na teksto at may malinaw na batayan; • Holistiko at maayos ang pagkakabuo ng DokyuWento • May <i>Hook</i> na maaaring nagpapakita ng tanong, estadistika, o nakakagulat na impormasyon • Malinaw ang ugnayan ng mga konsepto at kaisipan • Angkop at tumpak ang mga salitang ginamit. 	40%	Kalidad/ Presentasyon <ul style="list-style-type: none"> • Mabisa at malikhain ang paggamit ng wika; • Natatangi ang teknik na ginamit; • Angkop ang daloy ng ideya; at • Gumamit ng <i>visual effects</i> hal. video transition/ animation 	30%	Hikayat/ Dating sa madla <ul style="list-style-type: none"> • Nakapanghihiikayat at kapana-panabik ang bawat daloy • Naipakikita ang empatiya at responsableng pananaw 	20%	Nakasunod sa Takdang Oras <ul style="list-style-type: none"> • Naipasa sa takdang oras • Nakasunod sa limang (5) minutong DokyuWento 	10%	Kabuoan	100%
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Kabuoan	100%												

RUBRIC	Tingnan ang kalakip na rubric sa ibaba.
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Rubrics para sa DokyuWento

Kategorya	4 - Napakahusay	3 - Mahusay	2 - Katamtamang Husay	1 - Kailangan pang Paghusayin
Nilalaman	Angkop na paksa mula sa teksto na may malinaw at mahusay na batayan; holistiko at maayos na pagkakabuo; may epektibong hook (hal. tanong/estadistika); lubos na malinaw ang ugnayan ng konsepto at tumpak ang lahat ng salita.	Angkop na paksa na may batayan; holistiko at maayos ang pagkakabuo; may hook; malinaw ang ugnayan ng konsepto at karamihan tumpak ang salita.	Bahagyang angkop sa paksa na may batayan; may hook ngunit mahina; may ilang hindi malinaw na ugnayan o hindi tumpak na salita.	Hindi angkop ang detalye sa paksang napili o walang batayan; hindi holistiko; walang hook; hindi malinaw ang ugnayan o maraming hindi tumpak na salita.
Kalidad/ Presentasyon	Lubos na mabisa at malikhain ang wika; natatangi at orihinal na teknik; perpektong daloy ng ideya; may epektibong visual effects (hal. video transition/animation).	Mabisa at malikhain ang wika; may natatanging teknik; maayos ang daloy; gumamit ng visual effects ngunit hindi lubos na epektibo sa madla.	Bahagyang mabisa ang wika; karaniwang teknik; hindi laging angkop ang daloy; may visual effects ngunit hindi epektibo.	Hindi mabisa ang wika; walang natatanging teknik; hindi maayos ang daloy; walang visual effects.
Hikayat/ Dating sa Madla	Lubos na nakapanghihikayat at kapana-panabik ang bawat daloy; malinaw na naipakita ang empatiya at responsableng pananaw na nakakaengganyo sa madla.	Nakapanghihikayat at kapana-panabik; naipakita ang empatiya at responsableng pananaw ngunit hindi laging malakas.	Bahagyang nakapanghihikayat; may empatiya ngunit hindi kapana-panabik o responsableng pananaw.	Hindi nakapanghihikayat; walang empatiya o responsableng pananaw.

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Nakasunod sa Takdang Oras	Naipasa sa eksaktong takdang oras (5 minuto); perpekto ang pagsunod sa limitasyon.	Naipasa sa takdang oras (halos 5 minuto); maayos ang pagsunod.	Bahagyang lampas o kulang sa takdang oras (hal. 4-6 minuto); hindi lubos na sumunod.	Hindi naipasa sa takdang oras (hal. masyadong maikli/mahaba); hindi sumunod.
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Pormula:

Formula

$$Total\ Score = \left(\frac{A}{4} \times 40\right) + \left(\frac{B}{4} \times 30\right) + \left(\frac{C}{4} \times 20\right) + \left(\frac{D}{4} \times 10\right)$$

Example

$$Total\ Score = \left(\frac{3}{4} \times 40\right) + \left(\frac{4}{4} \times 30\right) + \left(\frac{3}{4} \times 20\right) + \left(\frac{2}{4} \times 10\right)$$

$$Total\ Score = 30 + 30 + 15 + 5 = 80$$

**DOKYUWENTO TWG
TECHNICAL WORKING GROUPS**

Chairperson	-	Mrs. Florie M. Regencia
Co- Chairperson	-	Dr. Maribel E. Orpalas
Documenter	-	Mrs. Lea D. Claveria
Proctors	-	Miss Marilon M. Mutya Miss Mylen Agapito
Judges	-	Dr. Mariam V. Rivamonte Mr. Junjun S. Sapungan Mrs. Crystal L. Insigne

This draft and the contests' mechanics await review and approval from the DepEd ExeCom.

Pop Quiz

KEY STAGE	Key Stage 3 (Grade 10)																										
NO. OF PARTICIPANT/S	1 learner-contestant from Key Stage 3 (Grade10) 1 teacher-coach																										
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.																										
21 ST CENTURY SKILL/S	Communication, Creativity and Critical Thinking Skills, Problem Solving, Information and Media																										
CREATIVE INDUSTRIES DOMAIN	Digital Media, Creative Research and Development																										
DESCRIPTION	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: <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																											
A. MATERIALS, TOOLS, AND EQUIPMENT	To be provided by the learner-participants: <ul style="list-style-type: none">-school ID-certification as official contestant of the region	To be provided by the Technical Committee: <ul style="list-style-type: none">-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><tr><th colspan="2">Round</th><th colspan="2">Points</th></tr><tr><td>Easy</td><td>(8 items)</td><td>1</td><td>(8 points)</td></tr><tr><td>Average</td><td>(7 items)</td><td>2</td><td>(14 points)</td></tr><tr><td>Difficult</td><td>(6 items)</td><td>3</td><td>(18 points)</td></tr><tr><td colspan="2"></td><td colspan="2"></td></tr><tr><td>Total</td><td>21 items</td><td colspan="2">40 points</td></tr></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	
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Total	21 items	40 points																									

POP QUIZ
TECHNICAL WORKING GROUPS

Content Administrator	-	Arita D. Opiz
Quizmaster	-	Hayde M. Olpot
Judges	-	Dr. Ma Corazon M. Borja Jayson M. Luna Thelma M. Salvacion

STEMazing

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): 2 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 and Grade 10 learners, or 1 Grade 11 and 1 Grade 12 learners)
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, 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) ▪ Design Domain (through the creation of solutions that address mathematical and spatial problems) ▪ Audiovisual Media Domain (through educational content development)

This draft and the contests' mechanics await review and approval from the DepEd ExeCom.

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	To be provided by the learner-participants: <ul style="list-style-type: none">• ICT Tools such as laptops and chargers if necessary• Extension cords, if necessary	To be provided by the event Technical Committee: <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• Activity Tables• Digital Timers• Science Laboratory Tools/Equipment• CASIO Scientific calculator• Measuring tools (ruler, tape measure, protractor, etc.)• Yarns and Ribbons• Tangrams• Writing materials (Ballpen, Pencil and Bond Paper)• Digital device for QR codes (if allowed by organizers)• Safety equipment (as specified in orientation)	
B. VENUE	School grounds or designated competition area with: <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			
	Category	Maximum Points per Category	Maximum Points per Station (if there are multiple stations per phase)
	Easy	30	10
	Average	30	15

Difficult	40	20
<ul style="list-style-type: none"> - The total cumulative number of points shall always be 100 points. - The points per station shall be determined by the organizer based on the nature of the task, provided that the total points and the points for any station do not exceed the maximum points allocated for its respective category. - If there is only one (1) station in a category, the points assigned to that station may exceed the usual maximum score allocation per station but shall not exceed the maximum points allotted for that category. 		

For stations that require a direct answer:

- Teams with correct answers shall receive full points, while teams with incorrect or unfinished tasks shall receive zero points.
- If the challenge is a written objective type, the number of points shall be based on the number of correct answers obtained by the team.
- The total time to complete the challenges shall be computed, but will not affect the score of each team for each station's task.
- In the event of a tie, the panel of experts shall determine the winner based on the total completion time. The team that finishes in the shortest time shall be declared the winner.
- In the event of a tie in both score and time, the judges shall administer a **do-or-die question** to determine the winner.

For station/s with written and oral arguments, refer to the criteria below:

Written Proposal

Criteria	Score
Content Thematic Relevance and Organization	8
Feasibility of the proposed solution/output (Based on scientific, mathematical, technological, and other valid assumptions)	6
Relevance of data used	6
Total	20

Oral Presentation/Argument

Criteria	Score
Discussion/Arguments/Delivery (Based on scientific, mathematical, technological, and other valid assumptions, the feasibility of the proposed solution)	8
Content / Organization	5
Ability to answer the questions	7

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Total	20
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- Written proposal and oral presentation activities can be placed under the difficult category.
- If only one component, either the written proposal or the oral presentation, is conducted, the score obtained for that component shall be multiplied by two (2).

For example:

Oral Presentation		
Team	Score	Score to Record
A	15	30
B	18	36

- Refer to the attached rubrics for reference in scoring.

DRAFT 02 JAN 2020

Rubrics for Scoring of Written Outputs of STEMazing

Criteria	Max Point	Excellent	Good	Fair	Poor
Content Thematic Relevance and Organization	8	8 - 7 pts Comprehensive, logical, and strongly aligned with theme Well-structured, follows all format guidelines	6 - 5 pts Mostly clear and relevant, minor gaps Mostly organized, minor format issues	4 - 3 pts Limited depth, some inconsistencies Some disorganization, noticeable format errors	2 pts - 1 pt Incomplete or off-topic Poor structure, ignores format
Feasibility of Proposed Solution	6	6 pts Highly practical, based on valid scientific, mathematical, technological principles	5 - 4 pts Generally feasible, minor assumptions unclear	3 - 2 pts Limited feasibility, weak assumptions	1 pt Impractical or unsupported
Relevance of Data Used	6	6 pts Uses accurate, credible, and well-integrated data	5 - 4 pts Mostly relevant and credible data	3 - 2 pts Some irrelevant or weak sources	1 pt Data inaccurate or missing
Total	20				

Rubric for Scoring of Oral Presentations/Arguments of STEMazing

Criteria	Max Point	Excellent	Good	Fair	Poor
Delivery/ Discussion of Arguments	8	8 - 7 pts Arguments are clear, logical, and strongly supported by scientific, mathematical, and technological principles; delivery is confident and engaging.	6 - 5 pts Arguments are mostly clear and supported by valid assumptions; delivery is generally good.	4 - 3 pts Arguments lack depth or clarity; limited support from valid assumptions; delivery needs improvement.	2 pts - 1 pt Arguments are weak, unclear, or unsupported; delivery is ineffective.
Content Presentation and Organization	5	5 pts Demonstrates full knowledge by presenting details with explanations and elaboration	4 pts At ease with presenting details without much elaboration	3 pts Uncomfortable with presenting information and is able to present details but without elaboration	2 pts - 1 pt Does not have a grasp of details during the presentation, cannot elaborate the information presented
Ability to Answer Questions	7	7 pts Accurate, confident, and well-supported answers	6 - 5 pts Mostly accurate, minor hesitation	4 - 3 pts Limited accuracy, vague answers	2 pts - 1 pt Incorrect or no answers
Total	20				

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SAMPLE SCORESHEET

STATION	CORRECT/ACCOMPLISHED	SCORE	TIME (in minutes:seconds)
Team 1			
1	CORRECT	5	5:00
2	CORRECT	8	6:30
3	ACCOMPLISHED	10	5:30
4			
5			
6			
7			
8			
9			
10			
TOTAL		94	170:40

Prepared by:

Signature over Printed Name
Member, Panel of Expert



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SAMPLE SUMMATIVE SCORESHEET

TEAM	Judge 1	Judge 2	Judge 3	AVERAGE TOTAL SCORE	TIME (in minutes:seconds)	Rank
1	93	94	96	94.33	170:40	3
2	94	96	95	95.00	160:17	1
3	79	80	82	80.33	175:22	9
4	96	93	94	94.33	178:05	2
5	85	88	87	86.67	180:00	7
6	87	85	88	86.67	179:22	6
7	73	74	75	74.00	180:00	10
8	84	86	85	85.00	178:05	8
9	90	92	91	91.00	175:22	4
10	89	92	90	90.33	160:25	5
11						
12						
13						
14						
15						
16						
17						
18						

Prepared by:

Signature over Printed Name
Member 1, Panel of Expert

Signature over Printed Name
Member 2, Panel of Expert

Signature over Printed Name
Member 3, Panel of Expert



A. GENERAL OVERVIEW

- **Category:** *STEMazing: For Elementary Math & Secondary Science*
- **Participants:** Grade 4-6 (mixed grade)
Grades 7-12 (mixed-grade)
- **Team Composition:** 2 learners per team
- **Total Duration:** 180 minutes (3 hours), inclusive of station rotation and final defense
- **Number of Stations:** 10 total

Elementary	Secondary
Stations 1-4 Easy	Stations 1-3: Easy
Stations 5-7 Average	Stations 4-6: Average
Station 8: Difficult	Stations 7-8: Difficult
Station 9: Planning Challenge	Station 9: Proposal & Prototype Development
Station 10: Defense	Station 10: Defense

- **Total Possible Score:** 100 points
- **Content Balance:** **Elementary**-Mathematics (70%) and Science (30%)
Secondary- Science (70%) and Mathematics (30%)
integrated across all stations

B. PRE-EVENT PREPARATION (FOR ORGANIZERS)

1. Station Assignment & Set-up

- Each station shall have:
 - Printed task instructions
 - Clearly labeled materials
 - Timer or visible timekeeping tool
 - Assigned *Station Facilitator* and *Station Judge*

2. Orientation Area

- A common orientation space must be prepared for:
 - Opening reminders
 - Drawing of lots for station rotation
 - Clarification of rules

3. Scoring Materials

- Standardized score sheets shall be used across all stations.

- Rubrics must be provided to judges before the event.

C. TEAM ORIENTATION & STARTING PROCEDURES

1. All teams shall attend a **mandatory orientation** before the start.
2. **Drawing of lots** will determine the starting station of each team.
3. Teams will rotate sequentially through Stations 1–9.
4. Teams must strictly **follow the assigned rotation order**.

D. STATION ROTATION RULES

1. **Time Limits**
 - Teams must stop work immediately once the time for a station ends.
 - Unfinished outputs must still be submitted as-is.
2. **Movement Protocol**
 - A 1–2 minute transition period is allowed between stations.
 - Teams may not return to a previous station once rotation progresses.
3. **Facilitator Authority**
 - Station Facilitators have full authority to:
 - Start and stop activities
 - Enforce safety and time rules
 - Clarify instructions (without giving answers)

E. STATION COMPLETION RULES

- Teams **must attempt all tasks** in each station, but completion is not required to move forward.
- Outputs shall include written answers, sketches, data tables, or prototypes design as required.
- All outputs will be collected or validated by the Station Judge before rotation.

F. FINAL PROPOSAL & PROTOTYPE (STATION 9)

Elementary	Secondary
Duration: 55 minutes	1. Duration: 55 minutes

Required Output: <ul style="list-style-type: none"> Complete Budgetary Plan (Paper-based or digital format) 	2. Required Output: <ul style="list-style-type: none"> 300–500 word written proposal Prototype design (paper-based or digital)
Planning Challenge Include: <ul style="list-style-type: none"> Title Complete Item List, Quantities and Costs Daily Ration Plan Brief Justification of the Budget Plan 	3. Proposal Must Include: <ul style="list-style-type: none"> Title Problem statement Integrated application of Stations 1–8 Plan with maintenance schedule Simple mathematical or cost-benefit model Implementation timeline and risk analysis
	4. Teams may use outputs from previous stations as reference.

G. DEFENSE PROPER (STATION 10)

Elementary	Secondary
Schedule: <ul style="list-style-type: none"> Defense begins one hour after completing station 1-9 on the same day of the competition. 	Schedule: <ul style="list-style-type: none"> Defense begins one hour after completing station 1-9 on the same day of the competition.
Time Allotment: <ul style="list-style-type: none"> Presentation: 2 minutes Q&A: 5-8 minutes 	Time Allotment: <ul style="list-style-type: none"> Presentation: 2 minutes Q&A: 5-8 minutes
Panel Composition: <ul style="list-style-type: none"> At least 3 judges 	Panel Composition: <ul style="list-style-type: none"> At least 3 judges
Evaluation Focus for Written Proposal <ul style="list-style-type: none"> Content Thematic Relevance and Organization Feasibility of the proposed solution/output (Based on scientific, mathematical, technological, and other valid assumptions) Relevance of data used 	Evaluation Focus for Written Proposal <ul style="list-style-type: none"> Content Thematic Relevance and Organization Feasibility of the proposed solution/output (Based on scientific, mathematical, technological, and other valid assumptions) Relevance of data used
Evaluation Focus for Oral Presentation/Argument <ul style="list-style-type: none"> Discussion/Arguments/Delivery (Based on scientific, mathematical, technological, and other valid assumptions, the feasibility fo the proposed solution) Content/Organization 	Evaluation Focus for Oral Presentation/Argument <ul style="list-style-type: none"> Discussion/Arguments/Delivery (Based on scientific, mathematical, technological, and other valid assumptions, the feasibility fo the proposed solution) Content/Organization

○ Ability to answer the questions	○ Ability to answer the questions
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H. SCORING & JUDGING GUIDELINES

1. Each station score shall be recorded immediately after completion.
2. Judges must use the approved rubric to ensure consistency.
3. No score adjustments shall be made after the defense unless validated by the Technical Committee.
4. In case of tie:
 - Higher Station 9 score prevails
 - If still tied, higher combined score in Stations 7–8

I. DISCIPLINE, SAFETY & FAIR PLAY

- Teams must observe proper laboratory and activity safety at all times.
- Any form of misconduct, coaching during stations, or rule violation shall result in point deduction or disqualification, subject to committee review.
- Respect for facilitators, judges, and fellow participants is mandatory.

J. ROLES AND RESPONSIBILITIES

- **Technical Committee:** Overall supervision and conflict resolution
- **Station Facilitators:** Instructions, timekeeping, safety
- **Station Judges:** Scoring and documentation
- **Team Leader/Focal Person:** Coordination and discipline of members

K. POST-EVENT PROCEDURES

- Consolidation and verification of scores
- Announcement of results

L. TWG AND STATION JUDGES

Elementary Level: Focal Person: Mr. Freddie M. Malabayabas		
Stations	TWG	Station Judges
1	Mary Amor Jandusay	Karen Mae Monteagudo Dexter Rolloque
2	Aldrin Reynoso	Minerva A. Malabayabas Ariel Penaroyo
3	Leo Mapacpac	Christian Fiegalan Elmer De Luna
4	Ricardo Del Mundo Jr	Melvin Logdat Donna Bella R. Rocha
5	Christoper Recaña.	Alex Molbog Lorna Q. Rivamonte
6	Joselito P. Linga	Allan Fajardo Odette Malco
7	Randy Piramo	Jhoan S. Mandita Ma. Monique J. De Luna
8	Edwin Osinsao	Apollo Pernia Analyn Z. Monterozo
9-10	Gerry Rivamonte	Genalyn M. Macarang Romeo Malacas Jr. Eugene Menorca

Secondary Level: Focal Person: Dr. Ma. Shiela S. Saet		
Stations	TWG	Station Judges
1	Bernadette Ricafrente	Jerome Catamio Alfonso Reginio
2	Darwin O. Mayo	Madilyn Quirona Maricel O.Solas
3	Sheryl Mendoza	Dr. Jimmy Romasanta Dr. Dave Henry R. Nobleza
4	Marife Maano	Mae Laarni Saporna Marlita Vitto
5	Dezza D. Perlas	Mary Rose Sotto Dino Nepomuceno
6	Ma. Christina Mangana	Paolo Andrew Pantoja Norminda O. Mabao
7	Ma. Paz Pernia	Jerome Catamio Alfonso Reginio
8	Mr. Joemar Linga	Madilyn Quirona Maricel O.Solas
9-10	Dr. Kathryn S. Asuncion	Mae Laarni Saporna Dr. Dave Henry R. Nobleza Dr. Jimmy Romasanta

Additional Materials to be provided by the participants for Secondary level

- 1 box aluminum foil
- 10 pcs drinking straw
- 1 masking tape 1'
- 30 pcs 1 peso coin
- 1 medium size basin
- 1 medium sized hand towel.
- 10 pcs small plastic cup
- 10 pcs used plastic bottle with cups
- 10 pcs barbeque stick
- 1 box rubber band small
- 1 medium sized flashlight
- 1 dozen plastic cups
- 5 pcs barbeque stick
- 1 box clay
- 1 pc pentel pen
- 1 small sized pail
- 1 hand fan
- 1 ruler plastic 12 inches

TECHNO FUSION

KEY STAGE	Key Stage 2 (Grades 4 to 6)	
NO. OF PARTICIPANT/S	Two (2) learner-participants; One (1) teacher-coach	
TIME ALLOTMENT	360 minutes (excluding interview)	
PERFORMANCE STANDARD	<ul style="list-style-type: none">• The learner constructs simple electrical gadgets with ease and dexterity.• Application of the most applicable dish gardening technique.• Ang mga mag-aaral ay nakagagawa ng iba't ibang dokumento gamit ang computing devices at productivity tools	
21 ST CENTURY SKILL/S	Learner-participants 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 learner-participants integrate Dish Gardening (DG), algorithm design, and Extension Cord (EC) Making into one innovative activity.	
CREATIVE INDUSTRIES DOMAIN	Design, creative industries, Landscape Architecture, Agri-Tourism Industry, Agri-entrepreneurial Industry,	
DESCRIPTION	<p>Techno Fusion is an NFOT contest that integrates three key skill areas—Dish Gardening (DG), Extension Cord (EC) with Switch Assembly, and Algorithm Design (AD) to challenge learner-participants to apply creativity, technical ability, and logical thinking in one comprehensive performance task. Learner-participants 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 TechVoc 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 learner-participants' 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	<p>To be provided by participants:</p> <p>For ICT</p> <ul style="list-style-type: none">- 1 Laptop <p>For EC</p> <ul style="list-style-type: none">- Electrical tools (long nose, pliers, Phillips,	<p>To be provided by the Technical Committee:</p> <p>For All</p> <ul style="list-style-type: none">- 1 printer <p>For each participating team</p>

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	<p>and flathead screwdriver)</p> <ul style="list-style-type: none">- Multi Tester- Appropriate PPE <p>For DG</p> <ul style="list-style-type: none">- Pliers- Spade- Cutter- Tie wire- Sprinkler- Hand sprayer	<p>For EC</p> <ul style="list-style-type: none">- 2 Working tables- 1 pc surface utility box- Long bond paper- Pencils- Long folders- 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>For DG</p> <ul style="list-style-type: none">- 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- Hand trowel- Shovel														
B. VENUE	<ul style="list-style-type: none">• Well-ventilated covered area/room with electrical outlets/extension wires, fire extinguishers, and first-aid kits.• Holding/Waiting area for teacher-coaches															
CRITERIA FOR JUDGING	<table><tr><th>Criteria</th><th>Percentage</th></tr><tr><td>A. TECHNICAL PRODUCT OUTPUT (Extension Cord Assembly & Dish Garden Output)</td><td>30%</td></tr><tr><td>Quality of Output (EC) / Visual Impact (DG)</td><td></td></tr><tr><td>Accuracy (EC) / Originality & Plan Alignment (DG)</td><td></td></tr><tr><td>Functionality (EC only)</td><td></td></tr><tr><td>Combination & Design of Plants & Materials (DG only)</td><td></td></tr><tr><td>B. USE OF TOOLS, METHODS & SAFETY</td><td>30%</td></tr></table>		Criteria	Percentage	A. TECHNICAL PRODUCT OUTPUT (Extension Cord Assembly & Dish Garden Output)	30%	Quality of Output (EC) / Visual Impact (DG)		Accuracy (EC) / Originality & Plan Alignment (DG)		Functionality (EC only)		Combination & Design of Plants & Materials (DG only)		B. USE OF TOOLS, METHODS & SAFETY	30%
Criteria	Percentage															
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Combination & Design of Plants & Materials (DG only)																
B. USE OF TOOLS, METHODS & SAFETY	30%															

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	Use of Tools & Equipment (EC & DG)	
	Methods & Safety Work Habits (EC & DG)	
	Speed (All Categories)	
	C. COMMUNICATION, PRESENTATION & DIGITAL COMPETENCY (ICT + EC + DG)	25%
	Ability to Explain / Present Ideas (All Categories)	
	Organization & Clarity of Ideas (ICT)	
	Digital Presentation Skills (ICT)	
	Technical Accuracy (Grammar, Spelling) (ICT)	
	D. ICT DOCUMENTATION (Word → PDF)	15%
	Content Accuracy & Completeness	
	Formatting & Layout in Word	
	Use of Productivity Tools & PDF Export	
	TOTAL	100%
RUBRICS	<i>See attached rubrics.</i>	

TECHNO FUSION

TECHNICAL WORKING GROUPS

Content Administrator - Leo Mapacpac
Judges - Coaches

CINEMUNTI

KEY STAGE	Key Stage 3 (Grades 7 to 10) and Key Stage 4 (Grades 11 to 12)
NO. OF PARTICIPANT/S	<p>Six (6) learner-participants:</p> <ul style="list-style-type: none"> • Three (3) learner-participants for media arts and/or theater from Key Stages 3 to 4; • One (1) learner-participant for creative writing from Key Stages 3 to 4; and • Two (2) learner-participants for SPFL Chinese (Mandarin) from Key Stage 3. <p>Three (3) teacher-coaches:</p> <ul style="list-style-type: none"> • One (1) teacher-coach for media/theater arts; • One (1) teacher-coach for creative writing; and • One (1) teacher-coach for SPFL Chinese (Mandarin).
TIME ALLOTMENT	<p>Film Making Day 1: 8:00 a.m. -12:00 p.m. Team Orientation, Pre-production Planning, and Scriptwriting (240 minutes)</p> <p>Video Shoot, Editing, Synopsis Writing and Movie Poster Making Day 2: 8:00 a.m. -12:00 p.m. Team Video Shoot (240 minutes) 2:00 a.m. - 6:00 p.m. Media/Theater Arts - Video Editing and Rendering (240 minutes)</p> <p>Film Showing and Judging of Entries Day 3: 8:00 a.m. - 1:00 p.m. Film Showing and Awarding of Special Citations (300 minutes)</p>
PERFORMANCE STANDARD	<p>SPA Theater 7</p> <ul 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> <ul 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>

	<ul style="list-style-type: none"> 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. <p>MAPEH Grade 9</p> <ul style="list-style-type: none"> 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. <p>MAPEH Grade 10</p> <ul style="list-style-type: none"> The learner utilizes digital/available technologies in a collaborative creative work. <p>SPA MEDIA ARTS G10-Q4</p> <ul style="list-style-type: none"> The teacher produces a short film that integrates the various techniques and principles of filmmaking <p>SHS CREATIVE INDUSTRIES 1</p> <ul style="list-style-type: none"> 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>SHS CREATIVE INDUSTRIES 2</p> <ul style="list-style-type: none"> 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>SPFL CHINESE (MANDARIN)</p> <ul style="list-style-type: none"> The learner communicates correctly and creatively, in oral and written form, various words, phrases, and expressions from visual and textual materials.
21ST CENTURY SKILL/S	<ol style="list-style-type: none"> critical thinking; creativity; collaboration; communication; character education (discipline); citizenship; and cultural literacy
CREATIVE INDUSTRIES DOMAIN	Performing Arts, Creative Services, and Audiovisual Media

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CAREER PATHWAYS	Director, Actors, Video Editor, Scriptwriter, Cinematographer, Translator/Language Interpreter, etc.	
DESCRIPTION	CineMunti 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 is an NFOT contest where learner-participants showcase their skills in filmmaking—including acting, directing, and scriptwriting—integrated with foreign language mastery. In this event, teams collaborate to produce and present an original short film in foreign language, particularly in Chinese (Mandarin).	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS, AND EQUIPMENT	To be provided by the learner-participants: Film Making Component: <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 SPFL component: <ul style="list-style-type: none">• Laptop with installed Microsoft Office• Camera data transfer connector	To be provided by the Technical Committee: <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• 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)
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.	

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	<p>(b) Fully air-conditioned computer laboratory with desktop computers that can accommodate 70 participants for the video editing and rendering.</p> <p>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.</p>																				
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>20%</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>20%</td></tr> <tr> <td>Screenplay (Visual and auditory clarity; effective dialogue; coherent structure)</td><td>10%</td></tr> <tr> <td>Acting Skills (Clear portrayal of character; believable performance; emotional authenticity)</td><td>10%</td></tr> <tr> <td>Directing Technique (Clear vision throughout the film; cohesive storytelling; effective integration of elements)</td><td>10%</td></tr> <tr> <td>Foreign Language Composition (grammar accuracy, vocabulary range, script quality, and translation accuracy)</td><td>10%</td></tr> <tr> <td>Foreign Language Oral Proficiency (pronunciation accuracy, fluency, Q&A responses, and language delivery in the film)</td><td>15%</td></tr> <tr> <td>Foreign Cultural Attire (cultural appropriateness and authenticity of traditional costume)</td><td>5%</td></tr> <tr> <td>Total</td><td>100%</td></tr> </table>	Criteria	Percentage	Story and Content (Relevance to the theme; engaging narrative; clear message)	20%	Cinematography and Editing (Controlled camera work; clear sound quality; composition and framing; originality and creativity; flawless editing; readability of text; focus of shots)	20%	Screenplay (Visual and auditory clarity; effective dialogue; coherent structure)	10%	Acting Skills (Clear portrayal of character; believable performance; emotional authenticity)	10%	Directing Technique (Clear vision throughout the film; cohesive storytelling; effective integration of elements)	10%	Foreign Language Composition (grammar accuracy, vocabulary range, script quality, and translation accuracy)	10%	Foreign Language Oral Proficiency (pronunciation accuracy, fluency, Q&A responses, and language delivery in the film)	15%	Foreign Cultural Attire (cultural appropriateness and authenticity of traditional costume)	5%	Total	100%
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Total	100%																				
RUBRICS	<i>See attached rubrics.</i>																				

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Overall Rubrics for CineMunti BEST PICTURE

Criteria (Max Points)	Excellent	Highly Proficient	Proficient	Developing	Beginning
Story and Content (Relevance to the theme; engaging narrative; clear message) (20 pts)	20 pts: Highly relevant theme; compelling narrative with powerful message; exceptional audience engagement	16 pts: Relevant theme; strong narrative with clear message; engaging presentation	12 pts: Adequately relevant; acceptable narrative; message present and comprehensible	8 pts: Weak relevance; unclear narrative; vague or confusing message	4 pts: Not relevant; no coherent narrative; no discernible message
Cinematography and Editing (Controlled camera work; clear sound quality; composition and framing; originality and creativity; flawless editing; readability of text; focus of shots) (20 pts)	20 pts: Masterful camera control; crystal clear sound; perfect composition; highly original; flawless editing; sharp focus throughout	16 pts: Controlled camera work; clear sound quality; strong composition; creative approach; effective editing; good focus	12 pts: Adequate camera work; acceptable sound; basic composition; decent editing; mostly in focus	8 pts: Poor camera control; unclear sound; weak composition; rough editing; frequent focus issues	4 pts: No camera control; inaudible sound; no composition; terrible editing; consistent out of focus
Screenplay (Visual and auditory clarity; effective dialogue; coherent structure) (10 pts)	10 pts: Exceptional clarity in storytelling; brilliant dialogue; perfect narrative structure; seamless flow of scenes	8 pts: Strong clarity; effective and natural dialogue; coherent structure; good narrative flow	6 pts: Adequate clarity; functional dialogue; basic structure with acceptable progression	4 pts: Weak clarity; poor or unnatural dialogue; unclear structure; disjointed flow	2 pts: No clarity; terrible dialogue; no discernible structure; chaotic flow
Acting Skills (Clear portrayal of character; believable performance; emotional authenticity) (10 pts)	10 pts: Exceptional character portrayal; completely believable performances; deeply authentic emotions; captivating screen presence	8 pts: Clear character portrayal; believable performances; genuine emotions; strong presence	6 pts: Adequate portrayal; mostly believable; acceptable emotional range; decent presence	4 pts: Weak character portrayal; unconvincing performances; forced or artificial emotions	2 pts: No character development; completely unbelievable; no emotional authenticity

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Directing Technique (Clear vision throughout the film; cohesive storytelling; effective integration of elements) (10 pts)	10 pts: Masterful artistic vision; exceptional cohesion across all elements; seamless integration of story, visuals, and performance; unified film	8 pts: Clear artistic vision; cohesive storytelling; effective integration of film elements	6 pts: Adequate vision; acceptable cohesion among elements; basic integration	4 pts: Unclear vision; weak cohesion; poor integration of film components	2 pts: No artistic vision; completely disjointed; no integration of elements
Foreign Language Composition (grammar accuracy, vocabulary range, script quality, and translation accuracy) (10 pts)	10 pts: Impeccable grammar; sophisticated vocabulary; exceptionally well-crafted script; flawless translation with cultural nuances	8 pts: Consistent grammar with minimal errors; diverse vocabulary; well-developed script; accurate translation preserving meaning	6 pts: Generally correct grammar; sufficient vocabulary; adequate script; acceptable translation conveying basic meaning	4 pts: Frequent grammatical errors; limited vocabulary; weak script; poor translation with meaning loss	2 pts: Pervasive grammatical error inadequate vocabulary; incoherent script; severely flawed translation
Foreign Language Oral Proficiency (pronunciation accuracy, fluency, Q&A responses, and language delivery in the film) (15 pts)	15 pts: Near-native pronunciation; exceptional fluency with natural rhythm; insightful Q&A responses; seamless film delivery with authentic expression	12 pts: Clear pronunciation; proficient fluency with good pacing; competent Q&A responses; effective film delivery with appropriate emotion	9 pts: Understandable pronunciation; moderate fluency with occasional hesitation; acceptable Q&A responses; adequate film delivery though somewhat stilted	6 pts: Pronunciation issues affecting clarity; limited fluency with frequent pauses; weak Q&A responses; labored film delivery	3 pts: Unintelligible pronunciation; minimal fluency; inadequate Q&A responses; poor film delivery
Cultural Attire (cultural appropriateness and authenticity of traditional costume) (5 pts)	5 pts: Exemplary authentic costume worn with profound cultural respect; all elements culturally significant	4 pts: Proper authentic costume worn correctly with clear cultural understanding	3 pts: Acceptable costume with basic authenticity; essential cultural elements present	2 pts: Incomplete or partially incorrect costume; limited cultural appropriateness	1 pt: Inappropriate absent costume; no cultural understanding

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Rubrics for CineMunti BEST SCREENPLAY

Criteria (Max Points)	Excellent	Highly Proficient	Proficient	Developing	Beginning
Originality & Creativity (20 pts)	20 pts: Exceptionally unique; innovative; groundbreaking; avoids all clichés	16 pts: Fresh perspective; creative approach; mostly original; engaging	12 pts: Some original elements; minor twists; borrows from common stories	8 pts: Minimal innovation; heavy clichés; familiar story	4 pts: Derivative; entirely predictable; no original elements
Story Structure & Plot Development (20 pts)	20 pts: Masterful structure; seamless flow; perfect pacing; powerful climax	16 pts: Well-organized; clear progression; good pacing; strong logic	12 pts: Adequate structure; mostly logical; some gaps; satisfactory pacing	8 pts: Weak structure; unclear progression; plot inconsistencies	4 pts: No clear structure; confusing; major plot holes
Characterization (20 pts)	20 pts: Richly layered; complex motivations; authentic dialogue; transformative arcs	16 pts: Well-developed; clear motivations; natural dialogue; meaningful growth	12 pts: Some depth; adequate motivations; functional dialogue; basic arcs	8 pts: Limited depth; weak motivations; forced dialogue	4 pts: One-dimensional; no motivation; unrealistic dialogue
Theme & Relevance (20 pts)	20 pts: Profound theme; deeply relevant; thought-provoking; lasting impact	16 pts: Strong theme; significant relevance; resonates culturally; impactful	12 pts: Recognizable theme; moderate relevance; acceptable connection	8 pts: Vague theme; minimal relevance; weak connection	4 pts: No clear theme; lacks purpose; disconnected
Technical Writing Quality (20 pts)	20 pts: Flawless grammar; perfect format; crystal clear; publication-ready	16 pts: Good grammar; proper format; clear; professional; minor errors	12 pts: Some errors; mostly correct format; adequate clarity	8 pts: Frequent errors; inconsistent format; lacks conventions	4 pts: Numerous errors; improper format; unclear

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Rubrics for CineMunti BEST STORY

Criteria (Max Points)	Excellent	Highly Proficient	Proficient	Developing	Beginning
Originality & Creativity (20 pts)	20 pts: Highly original & compelling; groundbreaking; innovative storytelling	16 pts: Creative; fresh perspective; mostly avoids clichés	12 pts: Some originality; minor creative elements present	8 pts: Limited creativity; relies on familiar patterns	4 pts: Very weak; derivative; predictable
Plot & Structure (20 pts)	20 pts: Excellent & engaging; masterful structure; seamless flow	16 pts: Well-built; clear progression; strong narrative arc	12 pts: Adequate; logical flow; satisfactory pacing	8 pts: Weak structure; unclear progression; gaps	4 pts: Confusing; no clear structure; disjointed
Character Development (20 pts)	20 pts: Excellent depth; complex motivations; authentic dialogue	16 pts: Strong; well-developed; clear motivations; natural dialogue	12 pts: Adequate; some depth; functional dialogue	8 pts: Weak; limited depth; forced dialogue	4 pts: Flat; one-dimensional; unrealistic
Theme & Relevance (20 pts)	20 pts: Very powerful & relevant; profound impact; deeply resonant	16 pts: Strong; significant relevance; clear meaningful message	12 pts: Moderate; recognizable theme; acceptable relevance	8 pts: Minimal; vague theme; weak connection	4 pts: None; no clear theme; lacks purpose
Emotional Impact / Engagement (20 pts)	20 pts: Very compelling; deeply moving; unforgettable	16 pts: Strong; emotionally engaging; memorable moments	12 pts: Moderate; some emotional connection; holds attention	8 pts: Slight; minimal engagement; forgettable	4 pts: No impact; fails to engage audience

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Rubrics for CineMunti BEST ACTOR/ACTRESS

Criteria (Max Points)	Excellent	Highly Proficient	Proficient	Developing	Beginning
Voice & Diction (20 pts)	20 pts: Excellent; crystal clear; powerful projection; highly expressive delivery	16 pts: Strong; clear articulation; good volume; expressive tone	12 pts: Adequate; understandable; acceptable volume; some expression	8 pts: Weak; unclear at times; low volume; limited expression	4 pts: Poor; mumbled; inaudible; monotone
Body Language & Movement (20 pts)	20 pts: Highly expressive; natural movements; powerful physical presence; purposeful gestures	16 pts: Good; mostly natural; effective gestures; strong posture	12 pts: Inconsistent; some natural moments; basic gestures; acceptable posture	8 pts: Unnatural; stiff movements; awkward gestures; poor posture	4 pts: Very weak; robotic; distracting movements; no control
Emotional Authenticity (20 pts)	20 pts: Completely authentic; deeply emotional; fully embodies character; moving performance	16 pts: Strong authenticity; genuine emotions; convincing portrayal; good connection	12 pts: Adequate; shows some emotion; believable at times; basic connection	8 pts: Weak emotions; forced expressions; superficial portrayal	4 pts: No emotional depth; flat; unconvincing
Engagement & Presence (20 pts)	20 pts: Commanding; captivating presence; sustained focus; dynamic energy throughout	16 pts: Strong; noticeable presence; maintains focus; good energy levels	12 pts: Inconsistent; moderate presence; occasional lapses in focus; uneven energy	8 pts: Weak; minimal presence; distracted; low energy	4 pts: Distracted; no presence; unfocused; disengaged

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Teamwork & Responsiveness (20 pts)	20 pts: Seamless & excellent; perfect timing; natural interaction; highly aware of partners	16 pts: Good; responsive to cues; effective interaction; aware of others	12 pts: Fair; adequate timing; basic interaction; some awareness	8 pts: Weak; slow responses; poor interaction; limited awareness	4 pts: Misses cues; no interaction; unaware of scene partners
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Rubrics for CineMunti BEST CINEMATOGRAPHY

Criteria (Max Points)	Excellent	Highly Proficient	Proficient	Developing	Beginning
Shot Composition & Framing (20 pts)	20 pts: Outstanding; masterful composition; innovative framing; visually stunning	16 pts: Strong; well-balanced shots; creative angles; visually appealing	12 pts: Adequate; basic composition; acceptable framing; functional	8 pts: Unclear; poor framing; unbalanced shots; distracting	4 pts: Weak; no composition sense; chaotic framing
Lighting (20 pts)	20 pts: Excellent; perfect lighting; creates powerful atmosphere; professional quality	16 pts: Good; effective lighting; enhances mood; clear visibility	12 pts: Adequate; basic lighting; acceptable visibility; some mood	8 pts: Weak; poor lighting; unclear scenes; flat appearance	4 pts: Poor; inadequate lighting; dark or overexposed; unprofessional
Camera Movement & Stability (20 pts)	20 pts: Exceptional; fluid movements; purposeful techniques; perfectly stable	16 pts: Strong; smooth camera work; intentional movements; stable shots	12 pts: Moderate; mostly stable; some purpose to movements; acceptable	8 pts: Limited; shaky footage; unclear purpose; distracting movement	4 pts: Very low; extremely shaky; no control; unwatchable
Visual Storytelling (20 pts)	20 pts: Powerful; images tell the story beautifully; deeply emotional; seamless narrative	16 pts: Strong; visuals enhance story; conveys emotions effectively; clear narrative support	12 pts: Adequate; visuals support story; some emotional impact; basic storytelling	8 pts: Weak; visuals don't support story; minimal emotional connection; unclear	4 pts: None; visuals unrelated to story; no emotional impact; confusing
Color & Visual Style (20 pts)	20 pts: Excellent; stunning color palette; distinctive style; professional grading	16 pts: Good; effective color use; consistent aesthetic; enhances scenes	12 pts: Adequate; acceptable colors; some consistency; functional	8 pts: Weak; inconsistent colors; no clear style; distracting	4 pts: Poor; terrible color choices; no aesthetic; amateur

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Rubrics for CineMunti BEST DIRECTOR

Criteria (Max Points)	Excellent	Highly Proficient	Proficient	Developing	Beginning
Vision & Storytelling	20 pts: Exceptional; clear unique vision; masterful storytelling; highly original tone	16 pts: Strong; distinctive vision; effective storytelling; clear tone	12 pts: Adequate; basic vision present; narrative is clear; acceptable tone	8 pts: Weak; unclear vision; confusing narrative; inconsistent tone	4 pts: Poor; no clear vision; incomprehensible story; no coherent tone
Performance Direction	20 pts: Excellent; actors deliver outstanding performances; completely believable; expertly guided	16 pts: Strong; actors perform well; convincing; effective direction	12 pts: Adequate; actors are competent; mostly believable; basic direction	8 pts: Weak; actors struggle; unconvincing performances; poor guidance	4 pts: Poor; actors appear lost; unbelievable; no effective direction
Visual Composition	20 pts: Excellent; stunning visuals; masterful framing; perfect lighting; distinctive aesthetic	16 pts: Good; strong visuals; effective framing; good lighting; clear aesthetic	12 pts: Adequate; acceptable visuals; basic framing; functional lighting	8 pts: Weak; poor visual choices; awkward framing; inadequate lighting	4 pts: Poor; no visual sense; chaotic framing; terrible lighting
Pacing & Rhythm	20 pts: Masterful; perfect pacing; excellent timing; completely engaging throughout	16 pts: Strong; well-paced; good timing; maintains engagement	12 pts: Acceptable; adequate pacing; decent timing; moderately engaging	8 pts: Uneven; inconsistent pacing; timing issues; loses engagement	4 pts: Very slow/fast; terrible pacing; poor timing; disengaging
Integration of Elements	20 pts: Excellent; seamless integration; all elements work perfectly together; unified vision	16 pts: Good; effective integration; elements complement each other well; cohesive	12 pts: Fair; basic integration; elements work together adequately; some cohesion	8 pts: Weak; poor integration; elements clash or disconnect; little cohesion	4 pts: Poor; no integration; elements completely disconnected; chaotic

Rubrics for CineMunti BEST FOREIGN LANGUAGE SHOWCASE

Criteria (Max Points)	Excellent	Highly Proficient	Proficient	Developing	Beginning
Foreign Language Composition (35 pts)	35 pts: Impeccable grammar; sophisticated vocabulary; exceptionally well-crafted script; flawless Pinyin maintaining cultural nuances	28 pts: Consistent grammar with minimal errors; diverse vocabulary; well-developed script; accurate Pinyin preserving meaning and context	21 pts: Generally correct grammar; sufficient vocabulary; adequate script with comprehensible storyline; acceptable Pinyin conveying basic meaning	14 pts: Frequent grammatical errors; limited vocabulary; weak script development; poor Pinyin with meaning loss	7 pts: Pervasive grammatical errors; inadequate vocabulary; incoherent script; severely flawed Pinyin
Foreign Language Oral Proficiency (50 pts)	50 pts: Near-native pronunciation; exceptional fluency with natural rhythm; insightful Q&A responses; seamless film delivery with authentic expression	40 pts: Clear pronunciation; proficient fluency with good pacing; competent Q&A responses; effective film delivery with appropriate emotion	30 pts: Understandable pronunciation; moderate fluency with occasional hesitation; acceptable Q&A responses; adequate though somewhat stilted film delivery	20 pts: Pronunciation issues affecting clarity; limited fluency with frequent pauses; weak Q&A responses; labored film delivery	10 pts: Unintelligible pronunciation; minimal fluency; inadequate Q&A responses; poor film delivery difficult to understand
Foreign Cultural Attire (15 pts)	15 pts: Exemplary authentic costume; worn with profound cultural respect; all elements culturally significant; exceptional attention to detail	12 pts: Proper authentic costume; worn correctly with cultural understanding; appropriate elements well-represented	9 pts: Acceptable costume with basic authenticity; worn appropriately; essential cultural elements present	6 pts: Incomplete or partially incorrect costume; limited cultural appropriateness; minimal understanding	3 pts: Inappropriate or absent costume; no cultural appropriateness; demonstrates no cultural understanding

LIKHAWITAN

KEY STAGE	Key Stage 3 (Grades 7 to 10) Key Stage 4 (Grades 11 to 12)
NO. OF PARTICIPANT/S	<p>Four (4) Learner-participants</p> <ul style="list-style-type: none"> Three (3) learner-participants for music composition and performance (Grades 7 to 12) One (1) learner-participant for SPFL Spanish (Grades 7 to 10) <p>Two (2) Teacher-coaches</p> <p>1 teacher-coach for performing arts 1 teacher-coach for Spanish translation</p>
TIME ALLOTMENT	<p>Music Composition:</p> <p>Day 1: 8:00 a.m. - 5:00 p.m. Songwriting – music and lyrics (English/Filipino/local language with Spanish), and digital notation encoding (540 minutes inclusive of lunch)</p> <p>Day 2: 8:00 a.m. - 12:00 p.m.</p> <ul style="list-style-type: none"> Technical Rehearsal for music performance (240 minutes) <p>1:00 p.m. - 5:00 p.m. Performance and Product Showcase (240 minutes)</p> <ul style="list-style-type: none"> 2 minutes (SPFL Presentation) and 2 minutes (Question and Answer) 7 minutes music performance per music group, including entrance and exit
PERFORMANCE STANDARD	<p>MAPEH</p> <p>Grade 7</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</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</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.

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

	SPFL <ul style="list-style-type: none">The learner communicates correctly and creatively, in oral and written form, various words, phrases, and expressions from visual and textual materials.		
21ST CENTURY SKILL/S	<ol style="list-style-type: none">critical thinking;creativity;collaboration;communication;character education (discipline);citizenship; andcultural 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</i>		
DESCRIPTION	Likhawitan is an NFOT contest that challenges learner-participants to demonstrate their artistry through on-the-spot songwriting and a cappella 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 musical composition and digital notation with linguistic mastery, featuring bilingual lyrics in Spanish and a choice of Filipino, English, or a local language.		
A. TECHNICAL SPECIFICATIONS			
B. MATERIALS, TOOLS, AND EQUIPMENT	<table><tr><td>To be provided by learner-participants: For musical composition:<ul style="list-style-type: none">Any musical instruments (aide for songwriting composition)Musical score with lyrics</td><td>To be provided by the Technical Committee:<ul style="list-style-type: none">NFOT shirt for learner-participant1 ream A4 size bond paperOne (1) Printer with scannerOne (1) computer unit per group, preferably in a computer laboratoryMuseScore or other digital notation software10 pcs long folders20 pcs Pencils15 pcs Black Ballpens</td></tr></table>	To be provided by learner-participants: For musical composition: <ul style="list-style-type: none">Any musical instruments (aide for songwriting composition)Musical score with lyrics	To be provided by the Technical Committee: <ul style="list-style-type: none">NFOT shirt for learner-participant1 ream A4 size bond paperOne (1) Printer with scannerOne (1) computer unit per group, preferably in a computer laboratoryMuseScore or other digital notation software10 pcs long folders20 pcs Pencils15 pcs Black Ballpens
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		<ul style="list-style-type: none">• sound system• amplifiers for music instruments• 3 wireless microphones (preferably condenser mic)• 3 mic stands• Projector• Laptop																				
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 with installed digital music notation software on desktop computers</p>																					
C. CRITERIA FOR JUDGING	<table><tr><th>Criteria</th><th>Percentage</th></tr><tr><td>Lyrics (Theme, Narrative, Message, Depth)</td><td>20%</td></tr><tr><td>Music (Arrangement, Melody, Rhythm, Harmony)</td><td>10%</td></tr><tr><td>Music Production (Digital Notation, Score Clarity)</td><td>10%</td></tr><tr><td>Foreign Language Composition (grammar accuracy, vocabulary range, script quality, and translation accuracy)</td><td>10%</td></tr><tr><td>Foreign Language Exposition (pronunciation accuracy, fluency, Q&A responses, and language delivery of the song)</td><td>15%</td></tr><tr><td>Foreign Cultural Attire (cultural appropriateness and authenticity of traditional costume)</td><td>5%</td></tr><tr><td>Vocal Quality (Technique, Harmony, Tone, Pitch)</td><td>25%</td></tr><tr><td>Showmanship (Stage Presence, Interpretation, Impact)</td><td>5%</td></tr><tr><td>Total</td><td>100%</td></tr></table>		Criteria	Percentage	Lyrics (Theme, Narrative, Message, Depth)	20%	Music (Arrangement, Melody, Rhythm, Harmony)	10%	Music Production (Digital Notation, Score Clarity)	10%	Foreign Language Composition (grammar accuracy, vocabulary range, script quality, and translation accuracy)	10%	Foreign Language Exposition (pronunciation accuracy, fluency, Q&A responses, and language delivery of the song)	15%	Foreign Cultural Attire (cultural appropriateness and authenticity of traditional costume)	5%	Vocal Quality (Technique, Harmony, Tone, Pitch)	25%	Showmanship (Stage Presence, Interpretation, Impact)	5%	Total	100%
Criteria	Percentage																					
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Total	100%																					
Rubrics	<i>See attached rubrics.</i>																					

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Rubrics for Likhawitan BEST SONG COMPOSITION

Criteria / Max Points	Excellent	Highly Proficient	Proficient	Developing	Beginning
Lyrics (Theme, Narrative, Message, Depth) (20 pts)	20 pts: Lyrics are profound, perfectly aligned with the theme, and tell a compelling story.	16 pts: Strong connection to theme; clear narrative and meaningful message.	12 pts: Relevant to the theme; message is clear but narrative may be simple.	8 pts: Weak connection to theme; message is unclear or repetitive.	4 pts: Off-theme; lyrics lack depth, structure, or clear meaning.
Music (Arrangement, Melody, Rhythm, Harmony) (10 pts)	10 pts: Exceptional melody and arrangement; rhythm and harmony are flawless and creative.	8 pts: Well-structured melody and arrangement; very consistent rhythm.	6 pts: Pleasant melody; standard arrangement; minor rhythmic inconsistencies.	4 pts: Weak melodic structure; arrangement feels thin or disorganized.	2 pts: Lacks musicality; inconsistent rhythm; no clear harmonic structure.
Music Production (Digital Notation, Score Clarity) (10 pts)	10 pts: Professional-grade digital score; notation is perfect; excellent sound balance.	8 pts: Clear and accurate digital notation; technical execution is high quality.	6 pts: Readable score with minor notation errors; acceptable sound balance.	4 pts: Hard to read notation; several technical errors in the digital file.	2 pts: Incomplete; highly inaccurate notation; poor technical execution.
Foreign Language Composition (10 pts)	10 pts: Impeccable grammar and syntax; sophisticated vocabulary; exceptionally well-crafted song lyrics with poetic expressions; flawless translation maintaining cultural nuances.	8 pts: Consistent grammar with minimal errors; diverse vocabulary; well-developed lyrics with creative expressions; accurate translation preserving meaning.	6 pts: Generally correct grammar; sufficient vocabulary; adequate lyrics with clear meaning; acceptable translation conveying basic message.	4 pts: Recurring grammatical errors; restricted vocabulary; weak lyrical development; poor translation with meaning loss.	2 pts: Pervasive grammatical errors; inadequate vocabulary; incoherent lyrics; severely flawed translation.

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Foreign Language Exposition (15 pts)	15 pts: Near-native pronunciation; exceptional fluency with natural intonation; confident and engaging introduction demonstrating deep cultural understanding; insightful Q&A responses showing cultural competence	12 pts: Clear pronunciation; proficient fluency with good rhythm; assured introduction with solid cultural knowledge; competent Q&A responses showing cultural awareness	9 pts: Understandable pronunciation; moderate fluency; adequate introduction with basic cultural appreciation; acceptable Q&A responses with fundamental understanding	6 pts: Pronunciation issues affecting clarity; frequent hesitation; uncertain introduction with limited cultural connections; vague Q&A responses lacking depth	3 pts: Unintelligible pronunciation; severely impaired delivery; inadequate introduction ignoring cultural dimensions; unable to demonstrate cultural understanding in Q&A
Cultural Attire (5 pts)	5 pts: Exemplary authentic costume worn with profound cultural respect; all elements culturally significant	4 pts: Proper authentic costume worn correctly with clear cultural understanding	3 pts: Acceptable costume with basic authenticity; essential cultural elements present	2 pts: Incomplete or partially incorrect costume; limited cultural appropriateness	1 pt: Inappropriate absent costume; cultural understanding
Vocal Quality (Technique, Harmony, Tone, Pitch) (25 pts)	25 pts: Outstanding pitch, tone, and harmony; professional-level vocal control.	20 pts: Very good vocal technique; strong harmonies with minimal flaws.	15 pts: Good vocal ability; occasional pitch issues or thin harmonies.	10 pts: Significant pitch or tone issues; harmonies are weak or clashing.	5 pts: Poor vocal control; consistent off-pitch singing; harmony.
Showmanship (Stage Presence, Interpretation, Impact) (5 pts)	5 pts: Captivating presence; powerful emotional connection and audience impact.	4 pts: Strong stage presence; believable and effective interpretation.	3 pts: Decent presence; performance is steady but lacks high energy.	2 pts: Limited stage presence; lacks emotional connection to the song.	1 pts: No stage presence; performer appears disinterested or unprepared.

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Rubrics for Likhawitan BEST SONG INTERPRETATION

Criteria (Max Points)	Excellent	Highly Proficient	Proficient	Developing	Beginning
Vocal Technique (25 pts)	25 pts: Outstanding; flawless vocal technique; masterful breath control; perfect dynamics and phrasing; virtuosic delivery	20 pts: Strong; solid technique; excellent breath control; effective dynamics; polished execution	15 pts: Adequate; basic technique; acceptable breath support; some dynamic variation; competent delivery	10 pts: Limited; inconsistent technique; poor breath control; minimal dynamics; strained execution	5 pts: Poor; major technical flaws; no breath control; flat delivery; severely strained or weak
Harmony, Tone & Pitch (25 pts)	25 pts: Exceptional; perfect pitch accuracy; beautiful tone; flawless harmonies; rich timbre; impeccable intonation throughout	20 pts: Strong; consistently accurate; pleasant tone; well-executed harmonies; clear timbre; reliable intonation	15 pts: Adequate; mostly in tune; acceptable tone; basic harmonies; functional timbre; generally accurate	10 pts: Weak; frequent pitch problems; thin or harsh tone; poor harmonies; inconsistent quality	5 pts: Very poor; constantly off-pitch unpleasant tone; no harmony; painful to hear
Stage Presence & Interpretation (25 pts)	25 pts: Captivating; commands the stage; deeply authentic emotion; unique artistry; profoundly moving; makes song their own	20 pts: Strong; confident presence; genuine emotion; distinct personal touch; engaging interpretation; connects well	15 pts: Adequate; acceptable presence; sincere effort; some personal style; conveys basic emotion	10 pts: Limited; weak presence; mechanical delivery; generic interpretation; lacks personality	5 pts: Poor; no stage presence; no emotional connection; completely lifeless; fails to engage
Impact (25 pts)	25 pts: Powerful; leaves lasting impression; unforgettable performance; deeply resonates; transforms the audience	20 pts: Strong; memorable performance; clear impact; moves audience; creates strong connection	15 pts: Adequate; some impact; holds interest; basic audience response; generally effective	10 pts: Limited; minimal impact; easily forgotten; weak audience response; underwhelming	5 pts: None; no impact whatsoever; forgettable; audience disengaged; fails to resonate

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Rubrics for Likhawitan BEST MUSICAL ARRANGEMENT

Criteria (Max Points)	Excellent	Highly Proficient	Proficient	Developing	Beginning
Arrangement (25 pts)	25 pts: Outstanding; masterful instrumental balance; perfect layering; every element serves purpose; brilliant creativity and structure	20 pts: Strong; well-balanced mix; effective layering; creative choices; good structural flow	15 pts: Adequate; acceptable balance; basic layering; functional arrangement; standard structure	10 pts: Weak; unbalanced elements; unclear layering; generic choices; poor structure	5 pts: Poor; chaotic arrangement; no balance; terrible choices; no structure
Melody, Rhythm & Harmony (25 pts)	25 pts: Exceptional; memorable melody; compelling groove; sophisticated harmonies; perfect integration of all elements	20 pts: Strong; catchy melody; solid rhythm; effective harmonies; well-integrated musical elements	15 pts: Adequate; acceptable melody; functional rhythm; basic harmonies; elements mostly work together	10 pts: Limited; weak melody; poor rhythm; unclear harmonies; elements clash or disconnect	5 pts: Very poor; unmemorable melody; chaotic rhythm; terrible harmonies; completely incoherent
Digital Notation (25 pts)	25 pts: Perfect; flawless notation; all articulations/dynamics accurate; professional-grade formatting; export-ready	20 pts: Strong; accurate notation; proper articulations/dynamics; clean formatting; well-executed	15 pts: Adequate; acceptable notation; basic articulations/dynamics; readable formatting; functional	10 pts: Weak; errors in notation; missing articulations/dynamics; messy formatting; hard to read	5 pts: Poor; major notation errors; no articulations/dynamics; terrible formatting; unusable
Score Clarity (25 pts)	25 pts: Outstanding; crystal clear score; perfectly organized; easy to read; professional presentation; publication-ready	20 pts: Strong; clear and organized; easy to follow; good presentation; well-prepared	15 pts: Adequate; readable score; basic organization; acceptable presentation; functional clarity	10 pts: Limited; unclear sections; poor organization; difficult to read; messy presentation	5 pts: Very poor; illegible; chaotic organization; impossible to follow; unprofessional

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Rubrics for Likhawitan BEST LYRICS

Criteria (Max Points)	Excellent	Highly Proficient	Proficient	Developing	Beginning
Imagery & Language (25 pts)	25 pts: Outstanding; stunning vivid imagery; exquisite word choices; evocative and artful; creates powerful mental pictures	20 pts: Strong; effective imagery; strong language; natural yet artistic; creates clear pictures	15 pts: Adequate; some imagery; acceptable word choices; functional language; basic descriptive quality	10 pts: Limited; weak imagery; generic language; clichéd expressions; minimal evocative power	5 pts: Poor; no imagery; boring or confusing language; terrible word choice fails to evoke anything
Theme & Message (25 pts)	25 pts: Exceptional; powerful and clear theme; profound message; nuanced perspective; offers genuine insight; deeply meaningful	20 pts: Strong; well-defined theme; meaningful message; good perspective; resonates effectively	15 pts: Adequate; identifiable theme; clear message; basic perspective; some meaning conveyed	10 pts: Shallow; vague theme; unclear message; obvious observations; minimal meaning	5 pts: None; no discernible theme; meaningless message; completely superficial; incoherent
Lyrics Composition & Structure (25 pts)	25 pts: Masterful; sophisticated lyrical structure; perfect rhyme/meter; flawless flow; seamless verse-chorus integration; expert-level craftsmanship	20 pts: Strong; well-structured composition; effective rhyme schemes; natural flow; good verse-chorus balance; skillfully crafted	15 pts: Adequate; basic song structure; functional rhyme/meter; acceptable flow; standard verse-chorus format; competent craft	10 pts: Weak; poor structure; forced rhymes; awkward meter; clunky flow; disjointed sections	5 pts: Very poor; no structure; broken rhyme/meter; terrible flow; chaotic composition; amateur
Bilingual Integration (25 pts)	25 pts: Excellent; seamless transition between languages; natural code-switching; enhances meaning; perfectly balanced; culturally authentic	20 pts: Strong; smooth language transitions; effective code-switching; meaningful use of both languages; well-balanced	15 pts: Adequate; acceptable transitions; basic code-switching; both languages present; mostly balanced	10 pts: Limited; awkward transitions; forced language mixing; unnatural combination; imbalanced usage	5 pts: Poor; jarring transitions; completely awkward languages clash; feels artificial; unusable combination

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Rubrics for Likhawitan BEST FOREIGN LANGUAGE SHOWCASE

Criteria (Max Points)	Excellent	Highly Proficient	Proficient	Developing	Beginning
Foreign Language Composition (35 pts)	35 pts: Impeccable grammar; sophisticated vocabulary; exceptionally well-crafted script; flawless Castilian maintaining cultural nuances	28 pts: Consistent grammar with minimal errors; diverse vocabulary; well-developed script; accurate Castilian preserving meaning and context	21 pts: Generally correct grammar; sufficient vocabulary; adequate script with comprehensible storyline; acceptable Castilian conveying basic meaning	14 pts: Frequent grammatical errors; limited vocabulary; weak script development; poor Castilian with meaning loss	7 pts: Pervasive grammatical errors; inadequate vocabulary; incoherent script; severely flawed Castilian
Foreign Language Oral Proficiency (50 pts)	50 pts: Near-native pronunciation; exceptional fluency with natural rhythm; insightful Q&A responses; seamless film delivery with authentic expression	40 pts: Clear pronunciation; proficient fluency with good pacing; competent Q&A responses; effective film delivery with appropriate emotion	30 pts: Understandable pronunciation; moderate fluency with occasional hesitation; acceptable Q&A responses; adequate though somewhat stilted film delivery	20 pts: Pronunciation issues affecting clarity; limited fluency with frequent pauses; weak Q&A responses; labored film delivery	10 pts: Unintelligible pronunciation; minimal fluency; inadequate Q&A responses; poor film delivery difficult to understand
Foreign Cultural Attire (15 pts)	15 pts: Exemplary authentic costume; worn with profound cultural respect; all elements culturally significant; exceptional attention to detail	12 pts: Proper authentic costume; worn correctly with cultural understanding; appropriate elements well-represented	9 pts: Acceptable costume with basic authenticity; worn appropriately; essential cultural elements present	6 pts: Incomplete or partially incorrect costume; limited cultural appropriateness; minimal understanding	3 pts: Inappropriate or absent costume; r cultural appropriateness; demonstrates no cultural understanding