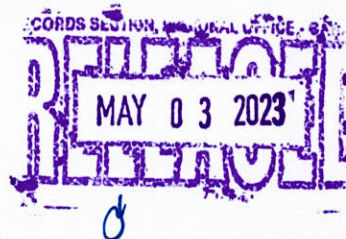




Republic of the Philippines
Department of Education
CARAGA REGION



May 2, 2023

REGIONAL MEMORANDUM

No. 0347, s. 2023

To: SCHOOLS DIVISION SUPERINTENDENTS
This Region

2023 REGIONAL FESTIVAL OF TALENTS (RFOT)

1. The Department of Education (DepEd) Caraga, through the Curriculum and Learning Management Division (CLMD), shall conduct the 2023 Regional Festival of Talents (RFOT) with the theme, "Reinforcing 21st Century Learning and Fostering Creative Industries through Talents and Skills Exhibition" in Bislig City, with Bislig City Division as Host on June 17-18, 2023.
2. The activity aims to provide opportunities for learners from public and private elementary and secondary schools, as well as those from the Alternative Learning System (ALS), Indigenous People Education (IPEd), Special Needs Education (SNEd), and Madrasah Education Program (MEP) to showcase their talents and skills and explore the culture of the host division. It also provides a platform for strengthening teachers' and learners' knowledge and skills sets as they listen to the invaluable insights shared by the invited panel of experts.
3. The RFOT, as a co-curricular activity, is a clear and proactive reinforcement of the teaching and learning process and reflects the significant association between what the learners learned in school and what they performed and produced during this activity. The conduct of RFOT is consistent with the MATATAG education agenda. **TA**ke care of learners by promoting learner well-being, inclusive education programs, and ensuring that all learners, regardless of background, have access to quality learning opportunities and services.
4. Participation in the 2023 RFOT is voluntary and shall not, in any way, affect the time-on-task of teachers as this activity's target learning standards and competencies are already embedded in teachers' actual classroom teaching and assessment process.
5. The events of the 2023 RFOT shall be conducted in different modalities: in-person, online, video recorded, and hybrid. Specific details and all the procedures on the conduct of the activity can be found in Enclosure No. 1: Specific Guidelines for Skills Exhibition for Each Event Category.



Address: J.P. Rosales Avenue, Butuan City
Trunkline No: (085) 225-1151
Telefax No: (085) 342-5969
Email: caraga@deped.gov.ph
Website: <https://caraga.deped.gov.ph/>



2023-05-05795

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6. All participating learner – participants and teacher-coaches shall be given with Certificate of Participation and a Certificate of Appearance. In addition, a Certificate of Recognition shall be given to the learner and coach who shall represent the region in the different exhibition categories to the National Festival of Talents (NFOT) in Region X this coming July 17 -21, 2023.
7. Billeting Quarters, Matrix of Activities and other additional guidelines shall be announced in a separate Memorandum.
8. The division offices and schools shall ensure strict observance of the conduct of in-person activities relevant to the 2023 RFOT pursuant to DO 003, s. 2023, titled “An Order Allowing the Conduct of In-Person Activities in Schools” and DO 66, s. 2017, titled “ Implementing Guidelines on the Conduct of Off- Campus Activities”, and observe protection for learners against ay from of abuse, violence, exploitation, discrimination, and bullying pursuant to DO 40, s. 2012, titled “ Child Protection Policy, and DO 031, s. 2023, titled “ Child Rights Policy”
9. To ensure the safety, health and well – being of all participants and delegates of the 2023 RFOT, strict observance of minimum health protocols shall be implemented such as, but not limited to, social distancing, body temperature monitoring , wearing of face mask, and sanitation of event premises I compliance with the existing rules and regulations set forth by the Inter- Agency Task Force (IATF).
10. For queries or concerns, please contact the Curriculum and Learning Management Division (CLMD) through Dr. Isidro M. Biol Jr., Chief – CLMD or Dr. Celsa M. Cataluña, EPS – CLMD at telephone number (085) 342-6267 local 120 or through email at clmd_caraga@deped.gov.ph
11. Immediate dissemination of this Memorandum to all concerned is highly desired.


MA. GEMMA MERCADO LEDESMA
Regional Director 

Encl/s.: As stated

Reference/s: DepEd MEMORANDUM No. 023, s. 2023

To be indicated in the Perpetual Index
under the following subjects:

LEARNERS SHOWCASING SKILLS TALENTS

CLMD/cmc
02/02/2023



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Republic of the Philippines
Department of Education
CARAGA REGION

Enclosure No. 1 to Regional Memorandum No. 0342, s. 2023

2023 REGIONAL FESTIVAL OF TALENTS

Implementing Guidelines on Technolympics

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

Category	Mode of Delivery	No. of Learner-Participant	No. of Teacher-Coach	Time Allotment (excluding interview)
Dressmaking (Corporate Attire)	in-person	2	1	4 hours
Fruit and Vegetable Carving	in-person	2	1	4 hours
Food Processing (Meat, Fish & Vegetable)	in-person	3	1	4 hours
Electrical Installation and Maintenance (EIM)	in-person	2	1	4 hours
Invitation Card Making Using Microsoft Productivity Tools	in-person	1	1	3 hours
Technical Drafting	in-person	1	1	4 hours
Total		11	6	



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- F. Only one (1) person shall serve as a model for all participants.
- G. The Event Administrator shall let participants to draw lots to determine their respective area in the event venue. Each participant shall wear PPE according to the standard requirements.
- H. All participants should report to the venue one (1) hour prior to the event proper to perform the following preliminaries:
- check the functionality of the sewing machines;
 - ensure the completeness of the materials/supplies and tools needed; and
 - take body measurements of the model.
- I. Final briefing of participants shall be done fifteen (15) minutes before the scheduled event.
- J. No questions shall be entertained during the activity except clarifications and points of order. These shall be addressed by the Event Administrator in consultation with the panel of experts to be recorded by the Event Secretary.
- K. The Event Administrator shall signal to start the activity proper. Once the event has started, the teacher-coaches and other delegates are strictly prohibited at the exhibition venue.
- L. Only the Event Administrator, Panel of Experts, technical committee members, official photographer, and participants are allowed at the venue to maintain a distraction-free environment.
- M. Each group of participants shall go through an interview process after the four (4) hour time allotment.
- N. The working area should be cleaned by participants after the event.

RESOURCE REQUIREMENT

Event Supplies, Tools, and Equipment	Participants	Host School/Venue	Host Region
A. Materials /Supplies	- Sewing kit	- Sleeve board - Button holler attachmen ts - Left zipper foot - Square ruler - Flat iron	- Threads - Fabric (Linen & cotton) - Color (asparagus green and black) - Size (2 meters' x 60 inches per color) - Pins - Magic zipper - Calculator - Pattern paper - Pencils - Buttons - Padding - Utility expenses
B. Tools / Equipment			- (2) Electric Single needle lockstitch sewing machines - Chair - Cutting/working table - Hanger rack



TECHNOLYMPICS

(A Showcase of Marketable Products and Performances)



COMPONENT AREA	HOME ECONOMICS																		
KEY STAGE	Key Stage Three (3): Grades 9 and 10; and Key Stage Four (4): Grades 11 and 12																		
EVENT TITLE	Dressmaking (Corporate Attire)																		
NO. OF PARTICIPANT/S	Two (2) participants from either of the key stages or grade level from one key stage or grade level alone per region																		
TIME ALLOTMENT	4 hours excluding interview and preliminary activities																		
PERFORMANCE STANDARD	The learners recognize their personal entrepreneurial competencies (PECs), prepare an activity plan, and design, measure, and sew corporate attire.																		
21ST CENTURY SKILL/S	It is essential for learners to manifest learning innovation skills and abilities where they think critically, reflectively, and creatively, analyze and solve problems, create and implement innovations using a variety of techniques or methods, and generate functional knowledge that supports varying degrees of thinking skills and metacognition																		
CREATIVE INDUSTRIES DOMAIN	Design																		
DESCRIPTION	Dressmaking (Corporate Attire) is an NFOT event category of Technolympics that allows learner-participants to apply the principles of dressmaking/construction of Corporate Attire with short sleeves and blazer.																		
CRITERIA FOR PRESENTATION	<table><tr><th>Criteria</th><th>Percentage</th></tr><tr><td>Creativity</td><td>20%</td></tr><tr><td>Process</td><td>25%</td></tr><tr><td>Accuracy</td><td>25%</td></tr><tr><td>Use of tools, materials, and equipment</td><td>10%</td></tr><tr><td>Neatness</td><td>10%</td></tr><tr><td>Speed</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	Creativity	20%	Process	25%	Accuracy	25%	Use of tools, materials, and equipment	10%	Neatness	10%	Speed	5%	Ability to Present the Process	5%	Total	100%
Criteria	Percentage																		
Creativity	20%																		
Process	25%																		
Accuracy	25%																		
Use of tools, materials, and equipment	10%																		
Neatness	10%																		
Speed	5%																		
Ability to Present the Process	5%																		
Total	100%																		

EVENT RULES AND MECHANICS

- All officially enrolled learners in the Junior High School (JHS) Technology and Vocational Education (TVE), Technology and Livelihood Education (TLE), Senior High School (SHS) Technical Vocational Livelihood (TVL) are eligible to join.
- The Event Administrator, members of the Technical Committee and Panel of Experts should be at the venue two (2) hours ahead of the event schedule.
- Event materials, supplies, tools, and equipment needed for the contest shall be made ready at the venue by the Event Administrator two (2) hours before the event schedule.
- Setting up of all materials, tools, equipment, and other supplies shall be made ready before the start of the event.
- Borrowing of materials, supplies, tools, and equipment during the event is not allowed.

			- Extension cord - Electric outlet
C. Others	- PPE		- Model - Utility expenses - Machine Technician



TECHNOLYMPICS

(A Showcase of Marketable Products and Performances)



COMPONENT AREA	HOME ECONOMICS	
KEY STAGE	Key Stage Two (2): Grades 4 to 6	
EVENT TITLE	Fruit and Vegetable Carving	
NO. OF PARTICIPANT/S	2 learner-participants from either of the grade levels or from one grade level alone per region	
TIME ALLOTMENT	4 hours excluding interview	
PERFORMANCE STANDARD	The learners use and maintain appropriate carving tools and follows the Occupational Health and Standard (OHS) in carving decorative fruits and vegetable.	
21ST CENTURY SKILL/S	Communication in the workplace, use of appropriate technology, learning and innovative skills and abilities where learners think critically, reflectively, and creatively, and analyze and solve problems	
CREATIVE INDUSTRIES DOMAIN	Design	
DESCRIPTION	Fruit and Vegetable Carving is an NFOT event category of Technolympics that allows learner-participants to apply the principles of fruit and vegetables carving. It includes preparation, carving, designing, and presenting fruits and vegetables such as watermelon, apple, pineapple, carrots, and cucumber.	
CRITERIA FOR PRESENTATION	Criteria	Percentage
	Creativity	25%
	Process	25%
	Proper Use of Tools	15%
	Speed	10%
	Safety	10%
	Ability to Present Idea	15%
	Total	100%

EVENT RULES AND MECHANICS

- All officially enrolled Grades 4 to 6 learners with LRN are eligible to join.
- The Event Administrators, members of the Technical Committee and Panel of Experts should be at the exhibition venue two (2) hours ahead of the event schedule.
- Event materials, tools, equipment, and other supplies needed at the venue shall be made ready by the Event Administrator two (2) hours before the event schedule.
- All participants should be at the event venue one hour (1) before the event starts.
- The Event Administrator shall let participants to draw lots to determine their respective places and set up their food and materials at their designated areas. Setting up of their extension cords, tools, and equipment should be done during this time.
- Each participant shall wear appropriate personal protective equipment (PPE) according to the standard requirements.
- Final briefing of participants shall be done fifteen (15) minutes before the scheduled event.

- H. The Event Administrator shall signal to start the exhibition proper. Once the event has started, the teacher-coaches and other delegates are strictly prohibited within the event area.
- O. No questions shall be entertained during the activity except clarifications and points of order. These shall be addressed by the Event Administrator, in consultation with the panel of experts to be recorded by the Event Secretary.
- I. Borrowing of materials, supplies, tools, and equipment during the event is not allowed.
- J. Each group of participants shall undergo interview process with the expert after the four (4) hour time allotment or once the team has finished the display of their output.
- K. During the event proper, the panel of experts shall observe the processes but not ask questions to participants to avoid disruption.
- L. The working area should be cleaned by participants immediately after the event.

RESOURCE REQUIREMENT

Event Supplies, Tools and Equipment	Participant	Host School / Venue	Host Region / Division
A. Materials/ Supplies			- Apple - Watermelon - Pineapple - Carrots - Cucumber
B. Tools / Equipment	- Carving tools		- Chopping board - Display tray
C. Others	- PPE		- Utility expenses - Working Table - Water outlet/supply



TECHNOLYMPICS

(A Showcase of Marketable Products and Performances)



COMPONENT AREA	AGRI-FISHERY ARTS	
KEY STAGE	Key Stage Three (3): Grades 9 and 10; Key Stage Four (4): Grades 11 and 12	
EVENT TITLE	Food Processing (Meat, Fish, and Vegetable)	
NO. OF PARTICIPANT/S	3 learner-participants from either of the key stages or grade level or from one key stage or grade level alone per region	
TIME ALLOTMENT	4 hours excluding interview	
PERFORMANCE STANDARD	The learners independently develop the skills in food processing and demonstrate the core competencies in food processing prescribed in the K to 12 Basic Education Curriculum as of May 2016.	
21ST CENTURY SKILL/S	Communication in the workplace, use of appropriate technology, learning and innovative skills and abilities where learners think critically, reflectively, and creatively, and analyze and solve problems	
CREATIVE INDUSTRIES DOMAIN	Traditional Cultural Expressions	
DESCRIPTION	Food Processing (Meat, Fish, and Vegetable) is an NFOT event category of Technolympics that allows learner-participants to apply the principles of food preservation. This includes preparation and processing of various types of meats, fruits, and vegetables: (<i>Chicken Longanisa</i>), Fish (<i>Bangus-Spanish Sardines</i>), Vegetables (<i>Pickling-Sayote, Sitaw, Ampalaya, & Carrots</i>)	
CRITERIA FOR PRESENTATION	Criteria	Percentage
	Palatability	25%
	Process used in preservation	20%
	Product Presentation and Packaging	15%
	Use of tools and equipment	10%
	Sanitation Procedures, Methods & Safety work habits	10%
	Speed	10%
	Ability to Present the Process	10%
	Total	100 %

EVENT RULES AND MECHANICS

- All officially enrolled learners in the Junior High School (JHS) Technology and Vocational Education (TVE), Technology and Livelihood Education (TLE), Senior High School (SHS) Technical Vocational Livelihood (TVL) eligible to join.
- The Event Administrator, members of the Technical Committee and Panel of Experts should be at the venue two (2) hours ahead of the event schedule.
- Event materials, tools, equipment and other supplies needed for the contest shall be made ready at the venue by the Event Administrator two (2) hours before the event schedule.
- Setting up of all the materials, tools, equipment, and other supplies should be made ready before the start of the event.
- Borrowing of materials, supplies, tools, and equipment during the event is not allowed.

- F. The Event Administrator shall let participants to draw lots to determine their respective places and set up their tools and materials at their assigned places. Setting up of their extension cords, equipment, and tools should be done during this time.
- G. Briefing of participants shall be done thirty (30) minutes before the scheduled event.
- H. The Event Administrator shall signal for the event to begin. Once the event has started, the teacher-coaches, parents, and delegates are no longer allowed to talk to the participants to concentrate in the event.
- I. Only the Event Administrator, technical committee members, panel of experts, official photographer, and participants are allowed at the venue.
- J. No questions shall be entertained during the event proper, except clarifications and points of order. All clarifications and points of order shall be directed to the Event Administrator.
- K. Panel of experts shall periodically observe participants while the event is ongoing.
- L. The products shall be displayed on the table prepared by the host region for appreciation and tasting of the panel of experts. Other table set up/accessories are strictly not allowed.
- M. Each participant shall go through a panel interview with the Panel of Experts with a maximum of five (5) minutes per entry.
- N. Interview shall be done one at a time using uniform questions.
- O. With the presentation of output
- For Meat (Chicken): Present 1 pack at 250g and remaining cooked sample for evaluation.
 - For Sardines and Pickles: Prepare 1 bottle for tasting and 1 bottle for display.
- (A plate for tasting shall be provided at the display area intended for each entry).*
- P. The working area should be cleaned by participants immediately after the event.

RESOURCE REQUIREMENT

Event Supplies, Tools and Equipment	Participant	Host School / Venue	Host Region / Division
A. Materials /Supplies	- Cooking utensils	- 12 oz. Jar, with wide opening (4 bottles) - rubberized cap/lid - polyethylene	- 2 pcs bangus (approx. 2 pcs per half kg.) per participant (1 for presentation, 1 for tasting) - 1 kg whole dressed chicken - Ingredients (vegetable, fruits & others) binder ingredients (ex. egg and cornstarch)
B. Tools / Equipment		- Working Tables - Cooking Area - Stove - Water outlets	- Knife - Chopping Board - Pressure Cooker - Gas stove - LPG
C. Others	- PPE		- Utility expenses

Note:

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



TECHNOLYMPICS

(A Showcase of Marketable Products and Performances)



COMPONENT AREA	INDUSTRIAL ARTS	
KEY STAGE	Key Stage Three (3): Grades 9 and 10; Key Stage Four (4): Grades 11 and 12	
EVENT TITLE	Electrical Installation and Maintenance (EIM)	
NO. OF PARTICIPANT/S	2 learner-participants from either of the key stages or grade levels or from one key stage or grade level alone per region	
TIME ALLOTMENT	4 hours excluding interview	
PERFORMANCE STANDARD	The learners perform electrical installation and maintenance which involve reading and installing schematic wiring diagrams based on Philippine Electrical Code (PEC) and National Electrical Code (NEC).	
21ST CENTURY SKILL/S	It is essential for learners to manifest learning and innovation skills and abilities where they think critically, reflectively, and creatively, analyze and solve problems, create and implement innovations using a variety of techniques or methods, and generate functional knowledge that supports varying degrees of thinking skills and metacognition.	
CREATIVE INDUSTRIES DOMAIN	Design	
DESCRIPTION	Electrical Installation and Maintenance (EIM) is an NFOT event category of Technolympics that allows learner-participants to read and install wiring diagrams based on a given schematic diagram. Knowledge of schematic diagrams and installation skills may be handy in establishing a business or landing a job.	
CRITERIA FOR ASSESSMENT	Criteria	Percentage
	Accuracy of interpretation of schematic diagram	25%
	Accuracy of installation	30%
	Use of tools	15%
	Safety	15%
	Speed	10%
	Ability to Explain Process	5%
	Total:	100%

EVENT RULES AND MECHANICS

- All officially enrolled learners in the Junior High School (JHS) Technology and Vocational Education (TVE), Technology and Livelihood Education (TLE), Senior High School (SHS) Technical Vocational Livelihood (TVL) are eligible to join.
- The Event Administrator, members of the Technical Committee and Panel of Experts should be at the venue two (2) hours ahead of the event schedule.
- Event materials, tools, equipment and other supplies needed for the contest shall be made ready at the venue by the Event Administrator two (2) hours before the event schedule.
- Setting up of all the tools, materials equipment and other supplies should be made ready before the start of the event.

- E. Borrowing of materials, supplies, tools, and equipment during the event is not allowed.
- F. The Event Administrator shall let participants to draw lots to determine their respective places and set up their tools and materials at their assigned places. Setting up of their extension cords, tools, and equipment should be done during this time.
- G. Briefing of participants shall be done thirty (30) minutes before the scheduled event.
- H. The Event Administrator shall signal for the event to begin. Once the event has started, the teacher-coaches, parents, and delegates shall no longer be allowed to talk to participants to concentrate in the event.
- I. Only the Event Administrator, technical committee members, panel of experts, official photographer, and participants are allowed at the venue.
- J. No questions shall be entertained during the event proper, except clarifications and points of order. All clarifications and points of order shall be directed to the Event Administrator.
- K. Panel of experts shall periodically observe the participants while the events is going on.
- L. The products shall be displayed on the table prepared by the host region for appreciation and tasting by the panel of experts. Other table set up /accessories are strictly not allowed.
- M. Each participant shall go through a panel interview with the Panel of Experts with a maximum of five minutes per entry.
- N. Interview shall be done one at a time.
- O. All provided event materials shall be used by participants for their outputs. Alteration of the event materials by the participants is not allowed.
- P. The schematic diagram will be provided on the day of the event.

RESOURCE REQUIREMENT

Event Supplies, Tools and Equipment	Participant	Host School / Venue	Host Region / Division
A. Material/ Supplies	- Electrical tape and the likes	- No. 14 stranded wire - No. 12 stranded wire - Lighting fixture - SPST switch - Junction box - And other materials	- Schematic diagram
B. Tools/ Equipment	- All tools/equipment needed for the wiring installation - PPE	- Working board 4' X 8'	
C. Others		- Utility expenses	

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



TECHNOLYMPICS

(A Showcase of Marketable Products and Performances)



COMPONENT AREA	INFORMATION AND COMMUNICATION TECHNOLOGY (ICT)	
KEY STAGE	Key Stage Two (2): Grades 4 to 6	
EVENT TITLE	Invitation Card Making using Microsoft Productivity Tools	
NO. OF PARTICIPANT/S	1 learner-participant from either of the grade levels or from one grade level alone per region	
TIME ALLOTMENT	3 hours excluding interview	
PERFORMANCE STANDARD	Create an invitation card as a knowledge product using Microsoft productivity tools.	
21 ST CENTURY SKILL/S	Creativity, Communication, Critical Thinking, ICT for Learning, Self-Regulation	
CREATIVE INDUSTRIES DOMAIN	Publishing and Printed Media	
DESCRIPTION	Invitation Card Making using Microsoft Productivity Tools is an NFOT event category of Technolympics that allows learner-participants to utilize several Microsoft productivity tools to make unique invitation card based on the given topic or theme.	
CRITERIA FOR ASSESSMENT	Criteria	Percentage
	Creativity of Design	25%
	Technical Use of the Productivity Tools	25%
	Relevance to the Theme	15%
	Layout and Measurement	15%
	Wise use of time/speed	10%
	Ability to Present the Process	10%
	Total	100%

EVENT RULES AND MECHANICS

- All officially enrolled Grades 4 to 6 learners with LRN are eligible to join the exhibition.
- The Event Administrator, members of the Technical Committee and Board of judges shall be at the venue sixty (60) minutes ahead of the event schedule.
- The Technical Committee shall inspect the resource requirements for the exhibition.
- Event materials, supplies, tools, equipment, data, and photos needed at the venue shall be made ready by the Event Administrator sixty (60) minutes before the event schedule.
- Any of the Microsoft productivity tools (Word, Excel, PowerPoint) may be used by learner-participants in editing or enhancing photos, creating graphs and diagrams (if necessary). However, Microsoft Publisher shall be used to layout the invitation card.
- The layout size of the invitation card and the theme shall be announced by the Event Administrator.
- All participants are expected to be at the designated venue thirty (30) minutes before the event starts. Late participants may or may not be allowed to join after careful evaluation and scrutiny of their reasons presented to the Technical Committee.

- H. The Event Administrator shall let participants to draw lots to determine their respective places. Setting up of their extension cords, tools, and equipment which shall be done during this time.
- I. Borrowing of materials, supplies, tools, and equipment is strictly prohibited.
- J. Briefing of participants shall be done fifteen (15) minutes before the scheduled event.
- K. The Event Administrator shall signal for the event to start. Once the event has started, the teacher-coaches and other delegates shall no longer be allowed to talk to the participants to concentrate in the event.
- L. Only the Event Administrator, Technical Committee members, Judges, Official Photographer, and participants are allowed to be at the venue. Questions/queries from participants shall not be entertained during the exhibition proper.
- M. Participants shall go through a panel interview and deliberation by the Board of Judges after the three (3) hour time allotment.
- N. Participants are advised to bring their own food as they are not allowed to go out of the venue during break time.
- O. File shall be saved using this format:
 InvitationCard# (participant number)
Ex. InvitationCard#01
- P. The working area should be cleaned by participants immediately after the event.

RESOURCE REQUIREMENT

Event Supplies, Tools and Equipment	Participant	Host School / Venue	Host Region / Division
A. Materials / Supplies			
B. Tools / Equipment		- Laptop Printer (ratio 1:1)	
C. Others			- Printing cost

Note: All outputs (soft and hard copies) shall be collected by the Event Secretary and shall be endorsed to the Organizers.



TECHNOLYMPICS

(A Showcase of Marketable Products and Performances)



COMPONENT AREA	INFORMATION AND COMMUNICATION TECHNOLOGY (ICT)													
KEY STAGE	Key Stage Three (3): Grades 9 and 10; Key Stage Four (4): Grades 11 and 12													
EVENT PACKAGE	Technical Drafting: Prepare Computer-Aided Design of a House - Floor Plan (scale 1:100m) - Elevations (front, left, right, and rear elevation) - Perspective Floor area – 60 sq. m. Land area – 100 sq. m. Note: Use scale 1:100 meters													
NO. OF PARTICIPANT/S	1 learner-participant from either of the key stages or grade levels or from one key stage or grade level alone per region													
TIME ALLOTMENT	4 hours excluding interview													
PERFORMANCE STANDARD	The learners create a house plan following architectural standards.													
21 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	Technical Drafting is an NFOT event category of Technolympics that allows learner-participants to perform mensuration and calculations, interpret technical drawings and plans, and prepare computer-aided drawings with structural layout and details.													
CRITERIA FOR ASSESSMENT	<table><tr><th>Criteria</th><th>Percentage</th></tr><tr><td>Aesthetic/Architectural/Originality and creativity of design/ideas</td><td>40%</td></tr><tr><td>Accuracy (measurements against drawing)</td><td>40%</td></tr><tr><td>Speed (on time -10, 5 min. late -5, 6 min above 1)</td><td>10%</td></tr><tr><td>Ability to Present the Process</td><td>10%</td></tr><tr><td>Total</td><td>100%</td></tr></table>		Criteria	Percentage	Aesthetic/Architectural/Originality and creativity of design/ideas	40%	Accuracy (measurements against drawing)	40%	Speed (on time -10, 5 min. late -5, 6 min above 1)	10%	Ability to Present the Process	10%	Total	100%
Criteria	Percentage													
Aesthetic/Architectural/Originality and creativity of design/ideas	40%													
Accuracy (measurements against drawing)	40%													
Speed (on time -10, 5 min. late -5, 6 min above 1)	10%													
Ability to Present the Process	10%													
Total	100%													

EVENT RULES AND MECHANICS

- All officially enrolled learners in the Junior High School (JHS) Technology and Vocational Education (TVE), Technology and Livelihood Education (TLE), Senior High School (SHS) Technical Vocational Livelihood (TVL) eligible to join.
- The Event Administrator, members of the Technical Committee, and Panel of Experts, should be at the venue two (2) hours ahead of the event schedule.
- The Technical Committee shall inspect the resource requirements for the event.
- Event materials, tools, equipment, and other supplies needed at the venue shall be made ready by the Event Administrator sixty (60) minutes before the event schedule.

- E. All participants shall be at the designated venue thirty (30) minutes before the event starts.
- F. The Event Administrator shall let participants to draw lots to determine their respective places. Setting up of extension cords, tools, and equipment shall be done during this time.
- G. Borrowing of materials, supplies, tools, and equipment is strictly prohibited.
- H. Briefing of participants shall be done fifteen (15) minutes before the scheduled event.
- I. The Event Administrator shall signal for the event to start. Once the event has started, teacher-coaches, parents, and other delegates shall no longer be allowed to talk to participants to concentrate in the event.
- J. Only the Event Administrator, Technical Committee members, Panel of Experts, Official Photographer, and participants are allowed to be at the venue.
- K. Questions/queries from the participants shall not be entertained during the exhibition proper.
- L. Participants shall go through a panel interview after the four (4) hour time allotment.
- M. The working area should be cleaned by the participants immediately after the event.

RESOURCE REQUIREMENT

Event Supplies, Tools and Equipment	Participant	Host School / Venue	Host Region / Division
D. Materials / Supplies			
E. Tools / Equipment		- Desktop computer - Printer (ratio 1:1)	
F. Others		- AutoCAD 2019 Version <i>Note: Any version of CAD is allowed but in uniform.</i>	- Printing cost

Note: All outputs (soft and hard copies) shall be collected by the Event Secretary and shall be endorsed to the Organizers.

2023 REGIONAL FESTIVAL OF TALENTS

Implementing Guidelines on Sining Tanghalan

The categories, mode of delivery, number of learner-participants and teacher-coaches, and time allotment for Sining Tanghalan per division are the following:

Category	Mode of Delivery	No. of Learner Participant	No. of Teacher Coach	Time Allotment (excluding interview)
1. Direk Ko, Ganap Mo	In-person	2	1	1 day
2. Sulatanghal	In-person	1	1	4 hours
3. Likhawitan	In-person	1	1	4 hours
4. Himig Bulilit	In-person	4	1	3-5 minutes
5. Siniliksik	In-person	2	1	8 hours
6. Sayaw ng Kabataang Pinoy	Hybrid (in-person and online)	20	2	
7. Phil. Folk Dance	In-person	6	1	5 minutes
8. Guhit Bulilit	In-person	1	1	Draw – 2 hours Tell – 5 minutes
9. Pintahusay	In-person	1	1	8 hours
Total		38	10	



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SINING TANGHALAN

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



COMPONENT AREA	MAPEH and SPA										
KEY STAGE	Key Stage Three (3): Grades 7 to 10; Key Stage Four (4): Grades 11 to 12										
EVENT TITLE	Direk Ko, Ganap Mo (In-Person)										
NO. OF PARTICIPANT/S	2 learner-participants either from Key Stage Three (3) or Four (4)										
TIME ALLOTMENT	1 day										
PERFORMANCE STANDARD	• 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.										
21ST CENTURY SKILL/S	Creativity, Communication, Collaboration, Critical thinking, Flexibility, Adaptability, Initiative, Self-direction, Social and Cross-cultural skills, Productivity and Accountability, Leadership and Responsibility										
CREATIVE INDUSTRIES DOMAIN	Performing Arts, Creative Services										
DESCRIPTION	The Direk Ko, Ganap Mo (In-Person) is an NFOT event category of Sining Tanghalan relevant to acting showcase that allows learner-participants to follow the direction and instructions given by a theater director in relation to the script and scene provided.										
CRITERIA FOR PRESENTATION	<table><tr><th>Criteria</th><th>Percentage</th></tr><tr><td>Interpretation of the whole script</td><td>25%</td></tr><tr><td>Acting technique</td><td>40%</td></tr><tr><td>Delivery (voice, clarity, projection etc.)</td><td>35%</td></tr><tr><td>Total</td><td>100%</td></tr></table>	Criteria	Percentage	Interpretation of the whole script	25%	Acting technique	40%	Delivery (voice, clarity, projection etc.)	35%	Total	100%
Criteria	Percentage										
Interpretation of the whole script	25%										
Acting technique	40%										
Delivery (voice, clarity, projection etc.)	35%										
Total	100%										

EVENT RULES AND MECHANICS

- "Direk Ko, Ganap mo" is an in-person acting showcase.
- Each region shall register two (2) learner-participants and one (1) teacher-coach.
- Participants must not be previously declared winners in any international acting competition.
- Participants must not have any experience in performing with any professional theater company or part of any talent managing firm. (e.g. PETA, Repertory Philippines, Tanghalang Pilipino, ABS-CBN Talent Center, and the likes.)
- Participants shall be given a copy of the original script two weeks before the event.

- F. During the event, a theater director/ resource person shall give instructions to participants as to how the script should be performed.
- G. Performance shall be done in a closed room with only resource person and event coordinators. A video camera shall record all proceedings inside the room and a TV monitor for live viewing shall be placed outside the room.
- H. Other participants waiting for their turn to perform shall be contained in a holding room together with other coaches.
- I. Participants must come on time; thus, late participants shall no longer be entertained.

RESOURCE REQUIREMENTS

	Participants	Host Division / Region
A. Supplies and Materials		- Type Writing paper - Twenty (20) pcs pencils - Twenty (20) long sized folders
B. Tools and Equipment		- One (1) unit Video camera of good quality - One (1) unit TV Monitor - Memory card - Four (4) units Lapel mic with batteries - Sound system
C. Room/ Hall Specification		One (1) fully air-conditioned room that can accommodate 20 pax preferably computer laboratory)



SINING TANGHALAN

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



COMPONENT AREA	SPA CREATIVE WRITING														
KEY STAGE	Key Stage Three (3): Grades 7 to 10														
EVENT TITLE	Sulatanghal (On-site)														
NO. OF PARTICIPANT/S	1 learner-participants and 1 coach														
TIME ALLOTMENT	4 hours														
PERFORMANCE STANDARD	• The learner creates literary works that apply the features/elements of rituals, festivals, folklore, myths, and legends. • The learner develops literary works using the combination of local/traditional and digital-based literary styles. • The learner creates literary works that spur social transformation.														
21ST CENTURY SKILL/S	Creativity, Communication, Collaboration, Critical thinking, Flexibility, Adaptability, Initiative, Self-direction, Social and Cross-cultural skills, Productivity and Accountability, Leadership and Responsibility														
CREATIVE INDUSTRIES DOMAIN	Performing Arts, Creative Services, Publishing and Printed Media														
DESCRIPTION	Sulatanghal (In-Person) is an NFOT event category of Sining Tanghalan that showcases on-the-spot playwriting. The learner is given 4 hours to develop and create a one-act stage play depending on the given theme.														
CRITERIA FOR PRESENTATION	<table><tr><th>Criteria</th><th>Percentage</th></tr><tr><td>Plot (Use of form and stage)</td><td>20%</td></tr><tr><td>Character (Originality and character development)</td><td>20%</td></tr><tr><td>Dialogue (appropriate use of language)</td><td>20%</td></tr><tr><td>Themes and Ideas (relationship between form and content)</td><td>20%</td></tr><tr><td>Theatricality (Ambition of the work and intended genre)</td><td>20%</td></tr><tr><td>Total</td><td>100%</td></tr></table>	Criteria	Percentage	Plot (Use of form and stage)	20%	Character (Originality and character development)	20%	Dialogue (appropriate use of language)	20%	Themes and Ideas (relationship between form and content)	20%	Theatricality (Ambition of the work and intended genre)	20%	Total	100%
Criteria	Percentage														
Plot (Use of form and stage)	20%														
Character (Originality and character development)	20%														
Dialogue (appropriate use of language)	20%														
Themes and Ideas (relationship between form and content)	20%														
Theatricality (Ambition of the work and intended genre)	20%														
Total	100%														

EVENT RULES AND MECHANICS

- Sulatanghal is a Playwriting event.
- One (1) participant per region accompanied by one (1) coach.
- Participants should have not won in any international playwriting/ screenwriting competition.
- Have not had any play produced by a professional theater company.
- Have not had any play published in a literary journal.
- An orientation with the participants by the resource person will be done before the start of the event.
- During the writing phase, each participant will be asked to write a one-act stage play based on the given theme. They will be given a total of 4 hours to write via online hybrid modality.
- Scripts should be submitted with the following requirements:

i. Dialogue should be tailored for 2 actors/actresses ii. Written in Filipino and /or English iii. Saved in .doc/.docx format (Font size 12, double -spaced, letter size paper) I. The best play/script for Sulatanghal will be used for the Direk Ko, Ganap Mo in the NFOT of the following year. J. Participants must be on time thus late participants will no longer be entertained.		
RESOURCE REQUIREMENTS		
	Participants	Host Region
A. Supplies and Materials	- Type Writing paper - Two (2) pcs pencils - Two (2) long sized folders	
B. Tools and Equipment	- One (1) desktop/laptop each per participant and for livestream; - Online audio-visual equipment - Three (3) pcs Webcam - Fast and reliable internet connection - Tables and chairs for the participants and TWG - Timer	- One (1) desktop/laptop each per participant and for livestream; - Online audio-visual equipment - Three (3) pcs Webcam - Fast and reliable internet connection - Tables and chairs for the participants and TWG - Timer
C. Room/ Hall Specification		- One (1) fully air-conditioned room that can accommodate 20 pax preferably computer laboratory)



SINING TANGHALAN

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



COMPONENT AREA	MUSIC																				
KEY STAGE	Key Stage Three (3): Grades 7 to 10; Key Stage Four (4): Grades 11 to 12																				
EVENT TITLE	Likhawitan (In-Person)																				
NO. OF PARTICIPANT/S	1 learner-participant either from Key Stage Three (3) or Four (4) per region																				
TIME ALLOTMENT	4 hours for songwriting 3 to 5 minutes performance																				
PERFORMANCE STANDARD	The learner creates a musical work using media and technology, performs music in solo and with accompaniment, and demonstrates musical skills in voice and/or instrument-playing.																				
21ST CENTURY SKILL/S	Creativity, Communication, Critical Thinking, Social and Cross-cultural Skills, Flexibility, Productivity																				
CREATIVE INDUSTRIES DOMAIN	• Audiovisual Media • Performing Arts																				
DESCRIPTION	Likhawitan (In-Person) is an NFOT event category of SiningTanghalan that allows learner-participants to showcase their talents in songwriting, singing, and playing musical instrument.																				
CRITERIA FOR PRESENTATION	<table><tr><th>Criteria</th><th>Percentage</th></tr><tr><td>Song Writing</td><td></td></tr><tr><td>Lyrics (Relevance to the theme)</td><td>25%</td></tr><tr><td>Music (Arrangement and melody)</td><td>25%</td></tr><tr><td>Originality (Authenticity of the piece)</td><td>15%</td></tr><tr><td>Performance</td><td></td></tr><tr><td>Vocal quality (harmony)</td><td>15%</td></tr><tr><td>Accompaniment</td><td>15%</td></tr><tr><td>Showmanship (Stage presence interpretation)</td><td>10%</td></tr><tr><td>Total</td><td>100%</td></tr></table>	Criteria	Percentage	Song Writing		Lyrics (Relevance to the theme)	25%	Music (Arrangement and melody)	25%	Originality (Authenticity of the piece)	15%	Performance		Vocal quality (harmony)	15%	Accompaniment	15%	Showmanship (Stage presence interpretation)	10%	Total	100%
Criteria	Percentage																				
Song Writing																					
Lyrics (Relevance to the theme)	25%																				
Music (Arrangement and melody)	25%																				
Originality (Authenticity of the piece)	15%																				
Performance																					
Vocal quality (harmony)	15%																				
Accompaniment	15%																				
Showmanship (Stage presence interpretation)	10%																				
Total	100%																				

EVENT RULES AND MECHANICS

- There shall be one (1) entry per region composed of one (1) learner-participant from either Key Stage Three (3) or Four (4) and accompanied by 1 coach.
- Participants shall showcase their musical skills including composition writing, singing, and playing musical accompaniment.
- Participants should have not previously joined any professional group or performed/won in any international vocal solo and songwriting competition.
- Participants should have not previously published works in any paid format like channels/websites, including a recording company.
- Songs can be in Filipino or local language.
- The lyrics should be relevant to the theme and/or depict local culture and heritage.