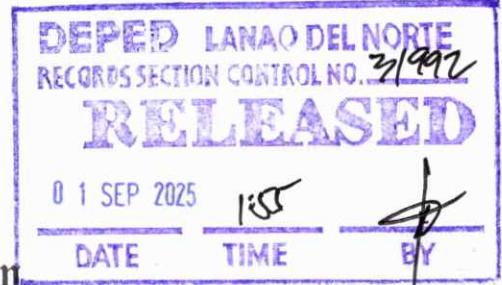




Republic of the Philippines
Department of Education
 REGION X
SCHOOLS DIVISION OF LANAO DEL NORTE



28 August 2025

DIVISION MEMORANDUM
 No. 495 s. 2025

2025 DIVISION READ-A-THON

To: Public Schools District Supervisors/Coordinating School Principals
 Public, Private, Science Elementary and Secondary School Heads
 All Others Concerned

1. In preparation for the conduct of the Regional Festival of Talents, this Office, through the Curriculum Implementation Division, announces the conduct of the **Division Read-A-Thon** on September 10 at Bacolod Central Elementary School.
2. The Division Read-A-Thon aims to:
 - a. showcase the learners' reading, writing, and speaking capacities; and
 - b. help learners enhance communication, creativity, and critical thinking skills.
3. The events to be competed, as well as the division technical working group, focal persons, and the judges are as follows:

Event/s	Grade Level	Focal Persons	Judges
1. LikhaWento (Filipino)	Grade III	Editha M. Tawantawan Sahanidah A. Makiin Lynde Joy L. Paradero Jenet T. Eran Justina T. Sanchez Juana A. Bolos Roxanne T. Andaquig	Zenaida Senefrota Dennis Dozano Ivy Madronero
2. Story Retelling (English)	Grade III	Celmar Magpili Carlos Soleta Francisco Vedra Salvacion G. Rondrique Fern Ann O. Barrera Mary Joy R. Tymico Noverlyn Reyes	Marife Vicoy Wilma Obatay Irish Orong
3. TahiRawan (Filipino)	Grade VI	Anisa G. Disocor Cherrie B. Magadan Zenaida A. Mendez Genaly P. Moele	Robin L. Tabar Kristine Timo Norminda Limpao



		Norminda M. Campong Ramlia P. Macauzor	
4. Story Resolution Challenge (English)	Grade VI	Jocelyn F. Alforque Rolindo Basinillo Jessica N. Honcada Lucelyn L. Lomocso Beverly D. Villa Josie Frias Juanito Ballesteros	Rowena Lontayao Vilma Mangubat Wilma Samporna
5. Pecha Kucha (English)	Grade 10	Jenifer M. Tabil Joy R. Bandiala Johnsen P. Tabano Josie L. Tabar Marvin S. Geralla Wina Cafino Amihan Mangontawar	Cristina Inao Lorraine Edrea Myles Sayre
6. Bidyokasiya (Filipino)	Grade 10	Candao B. Cabugatan Sittie Shajara A. Balindong Jhuhanne A. Maruhom Eugene A. Talo Necessario L. Maco Jonaima C. Salahodin	Angelito Barazona Rotsen Escorial Jocelyn Camiguin

4. The Public Schools District Supervisors/ Coordinating School Principals must conduct their district level competitions and send their Top 1 winners to the Clustered District Read-A-Thon. The Clustered District Read-A-Thon can be conducted anytime from September 2-8, 2025 at the identified venues.

CLUSTERED DISTRICTS	VENUE
CLUSTER 1: POONAPIAGAPO PANTAR PANTAO RAGAT TAGOLOAN	Pantar NHS
CLUSTER 2: LINAMON MATUNGAO BALOI Philippine Science High School – Central Mindanao Campus Our Lady of Perpetual Help Academy	Linamon NHS
CLUSTER 3: BACOLOD MUNAI KAUSWAGAN	Liangan NHS
CLUSTER 4: KOLAMBUGAN TANGCAL MAIGO MSU – MCEST Mission Christian Academy Inc. Holy Cross High School	Maigo NHS
CLUSTER 5: BAROY TUBOD MAGSAYSAY Mercy Junior College, Inc. Sto. Nino Academy Inc., Baroy	Baroy Central ES
CLUSTER 6: LALA CENTRAL LALA NORTH LALA SOUTH Christ the King College de Maranding, Inc. Lanipao Catholic High School North Central Mindanao Colleges Inc.	Lala NHS
CLUSTER 7: SALVADOR SND WEST SND EAST SND CENTRAL	Salvador NHS
CLUSTER 8:	KKIPS

KAPATAGAN NUNUNGAN SAPAD
St. Joseph's Community High School, Inc.
Iligan Computer Institute, Inc. - Kapatagan
St. Francis Xavier Academy

5. All first-place winners in every category shall represent the Division in the Regional Festival of Talents - Read-A-Thon.
6. Food, travel, and incidental expenses of all participants incurred during the Division Read-A-Thon are to be charged against school MOOE/PTA funds or any other source of funds subject to the usual accounting rules and procedures.
7. Attached are the Contest Mechanics and Criteria for every event.
8. Immediate and wide dissemination of this Memorandum is enjoined.

EDWIN R. MARIBOJOC EdD, CESO V
Schools Division Superintendent

Encls: As stated

To be indicated in the perpetual index

PROGRAMS ENGLISH COMPETITIONS

jc2025/Read-A-Thon



2025 NATIONAL FESTIVAL OF TALENTS



Implementing Guidelines on Read-A-Thon (English)

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

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



READ-A-THON (ENGLISH)

(A Showcase of English Language Skills Contest)



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

CRITERIA FOR JUDGING	<ul style="list-style-type: none"> Preparation Room Contest Room 	
	Criteria Mastery of the Story <ul style="list-style-type: none"> Retell accurately the significant details and elements of the story read. Communicate the story in a sequential order within the allotted time. 	Percentage
		50%
	Voice Projection <ul style="list-style-type: none"> Retell the story creatively with correct use of language and loudly enough for the audience to hear. Observe proper stress, intonation, and juncture. 	30%
	Stage Presence <ul style="list-style-type: none"> Show confidence and appropriate posture/projection, facial expressions, and gestures. Engage the audience with a strong and suitable presence. 	20%
Total		100%

MECHANICS
<p>A. Story Retelling event is open to all Grade Three (3) learners who are officially enrolled in public or private schools. This shall be done under the contest category. Each region shall register one (1) learner-participant and one (1) teacher-coach.</p> <p>B. A printed copy of a story in English, a pen, and paper shall be provided to the learner-participants by the National Technical Working Group (NTWG) during the event. These shall be retrieved from them before their actual performance.</p> <p>C. All learner-participants will stay in the Holding Area without hearing the performance of other learner-participants, while the next learner-participant will stay in the Preparation Room before the performance.</p> <p>D. Drawing of lots by the learner-participants for their number identifier shall be done thirty (30) minutes before the event proper.</p> <p>E. At the event venue, learner-participants shall be given twenty-five (25) minutes to silently read the given story. They may use pen and paper to organize their thoughts. Then, they shall retell the story read using their own words which shall not exceed five (5) minutes.</p> <p>F. Learner-participants shall not be allowed to read the story again during their performance.</p> <p>G. Colored flags shall be raised by the NTWG to cue the learner-participant during the event proper: <ul style="list-style-type: none"> Green flag - start of performance Yellow flag - 30 seconds remaining </p>

• **Red flag** - end of performance

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

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

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



READ-A-THON (ENGLISH)

(A Showcase of English Language Skills Contest)



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

		<ul style="list-style-type: none"> • Signages (e.g., Preparation Area, Holding Area, and Contest Area) 																				
D. VENUE	<ul style="list-style-type: none"> • Holding Area • Preparation Room • Contest Room 																					
CRITERIA FOR PRESENTATION	<table border="1"> <thead> <tr> <th>Criteria</th> <th>Percentage</th> </tr> </thead> <tbody> <tr> <td>Oral Interpretation</td> <td></td></tr> <tr> <td> <ul style="list-style-type: none"> • Read aloud creatively and accurately the message/theme, emotions, mood, character, and all other elements of the story. • Establish creative and dramatic impact throughout the presentation to connect and engage with the audience. </td> <td>35%</td></tr> <tr> <td>Story Extension</td> <td></td></tr> <tr> <td> <ul style="list-style-type: none"> • Demonstrate originality and innovative ideas in the resolution. • Provide logical and consistent story ending that connects with the original narrative. • Align character actions with their established traits in the story. • Use correct language conventions in conveying message. </td> <td>35%</td></tr> <tr> <td>Voice Projection</td> <td></td></tr> <tr> <td> <ul style="list-style-type: none"> • Speak clearly, distinctly, and with appropriate and varied pauses, pitch, and tone modulation. • Recite loudly enough for the audience to hear. </td> <td>15%</td></tr> <tr> <td>Stage Presence</td> <td></td></tr> <tr> <td> <ul style="list-style-type: none"> • Show confidence, authenticity, appropriate posture/projection, facial expressions, and gestures. </td> <td>15%</td></tr> <tr> <td>Total</td><td>100%</td></tr> </tbody> </table>	Criteria	Percentage	Oral Interpretation		<ul style="list-style-type: none"> • Read aloud creatively and accurately the message/theme, emotions, mood, character, and all other elements of the story. • Establish creative and dramatic impact throughout the presentation to connect and engage with the audience. 	35%	Story Extension		<ul style="list-style-type: none"> • Demonstrate originality and innovative ideas in the resolution. • Provide logical and consistent story ending that connects with the original narrative. • Align character actions with their established traits in the story. • Use correct language conventions in conveying message. 	35%	Voice Projection		<ul style="list-style-type: none"> • Speak clearly, distinctly, and with appropriate and varied pauses, pitch, and tone modulation. • Recite loudly enough for the audience to hear. 	15%	Stage Presence		<ul style="list-style-type: none"> • Show confidence, authenticity, appropriate posture/projection, facial expressions, and gestures. 	15%	Total	100%	
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Total	100%																					

EVENT RULES AND MECHANICS

- Story Resolution Challenge** event is open to all Grade six (6) learners who are officially enrolled in public or private schools. This shall be done under the contest category. Each region shall register one (1) learner-participant and one (1) teacher-coach.
- All learner-participants shall stay in the Holding Area without hearing the presentation of other participants, while the next learner-participant shall stay in the Preparation Room to prepare for the presentation.
- Drawing of lots by the participants for their number identifier shall be done thirty (30) minutes before the event proper. A printed copy of an open-ended

and developmentally-appropriate story in English shall be provided to the participants one at a time by the National Technical Working Group (NTWG) during the event.

D. At the Preparation Room, participants shall be given twenty (20) minutes to study the story and write the story resolution.

E. The learner-participant shall read aloud the given story and its logical ending all within the 5-minute allotment in the Contest Room.

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

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

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

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

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

RESOURCE REQUIREMENTS

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



READ-A-THON (ENGLISH)

(A Showcase of English Language Skills Contest)



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

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

MECHANICS

- Five-Minute Pecha Kucha event is open to all Grade Ten (10) learners who are officially enrolled in public or private schools. This shall be done under the contest category. Each region shall register one (1) learner-participant and one (1) teacher-coach.
- Drawing of lots by the participants for their number identifier shall be done thirty (30) minutes before the event proper.
- There shall be four (4) Phases in this event:
 - Phase 1 – Text Immersion (30 Minutes)
 - Three (3) grade-level appropriate informational texts stored in the flash drive shall be provided to the participants by the National Technical Working Group (NTWG) during the event in the Holding Room. This shall be retrieved from them before their presentation.
 - Learner-participant shall be given thirty (30) minutes to read the texts.
 - Phase 2 - Topic Outlining (20 Minutes)
 - Learner-participant shall be given twenty (20) minutes to outline his/her presentation using laptops.
 - Phase 3 – Presentation Preparation (40 Minutes)
 - Learner-participant shall use MS PowerPoint applying the presentation standards and utilize available text resources like images, graphics, or any found in the MS PowerPoint.
 - Each presentation shall be limited to 15 slides and each slide shall be automatically timed 20 seconds. Presentation time shall be 5 minutes only.
 - Learner-participant is given 30 minutes to prepare his/her presentation and 10 minutes to rehearse and finalize his/her output.
 - Learner-participant shall save the file using the filename format: Entry Number_Event Contest Code (ex: 01_PK).

5. NTWG shall collect and save the file in his/her laptop and ensure that the file is working and ready for presentation. Once saved, learner-participant shall not be allowed to open his/her laptop.

Phase 4 – Presentation Proper (6 Minutes)

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

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

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

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

RESOURCE REQUIREMENTS

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

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