



Republic of the Philippines
Department of Education
REGION VIII
SCHOOLS DIVISION OF NORTHERN SAMAR

August 26, 2026

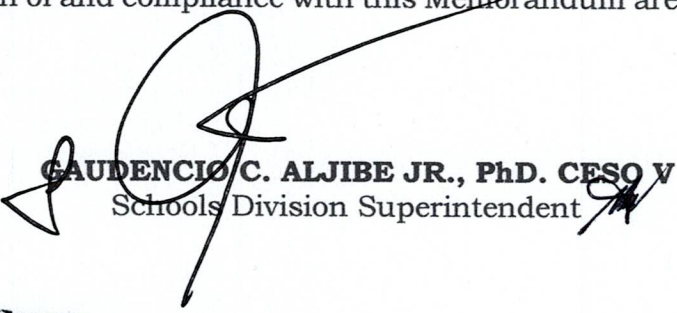
DIVISION MEMORANDUM

No. 350, 2026

**CORRIGENDUM TO DIVISION MEMORANDUM NO. 330, s. 2026
re: 2026 DIVISION FESTIVAL OF TALENTS**

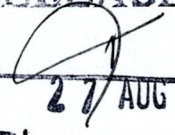
To: Assistant Schools Division Superintendents
Chief Education Supervisors
Education Program Supervisors
Public Schools District Supervisors
Principals in-Charge
Public Elementary School Heads
All others concerned

1. Pursuant to Division Memorandum No. 330, s. 2026, titled: "**2026 Division Festival of Talents**," this Office, through the Curriculum Implementation Division, hereby issues the **Amended Guidelines for the various contests in the English Learning Area** aligned with the proposed guidelines for the **2027 National Festival of Talents (NFOT)** (See enclosure 1, **Literary Cup and Advocacy Pitch Contest Guidelines**).
2. The Advocacy Pitch and Literary Cup contests shall be conducted on **September 6, 2026 at the Catarman SPED Center**, starting promptly at 8:00 AM.
3. All other provisions in the aforementioned Memorandum shall remain in full force and effect.
4. Immediate and wide dissemination of and compliance with this Memorandum are desired.


GAUDENCIO C. ALJIBE JR., PhD. CESO V
Schools Division Superintendent

DepEd Northern Samar

RELEASED

By: 
27 AUG 2026

Note: _____



Mabini St., Brgy. Acacia, Catarman, 6400, Northern Samar
Telefax: (055) 500 9801
northernsamardivision@deped.gov.ph

**SPECIFIC GUIDELINES FOR THE DIFFERENT CONTESTS
OF THE 2027 NATIONAL FESTIVAL OF TALENTS (NFOT)**

The specific guidelines for the different contests of the 2027 NFOT are provided as follows:



Advocacy Pitch

KEY STAGE	Key Stages 3 and 4 (Grades 7 to 12)
NO. OF PARTICIPANTS	Two (2) learner-participants per region (1 Key Stage 3 Learner and 1 Key Stage 4 Learner) Two (2) teacher-coaches per region
TIME ALLOTMENT	126 minutes (<i>120 minutes for preparation plus 6 minutes for presentation</i>)
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 SKILLS	Communication Skills Information, Media and Technology Skills Learning and Innovation Skills Life and Career Skills
CREATIVE INDUSTRIES DOMAIN	Publishing and Printed Media Performing Arts
DESCRIPTION	Advocacy Pitch is an NFOT contest that evaluates learner- participants ability to deliver a compelling pitch using verbal and non-verbal communication strategies. They utilize ICT resources and visual aids to enhance the clarity and persuasive impact of their message.
CAREER PATHWAYS	This contest develops key communication, presentation, and ICT skills essential across industries. By strengthening public speaking, critical thinking, digital literacy, and persuasive advocacy, it prepares learners for real-world roles in leadership, education, business, community engagement, and other communication-driven fields.
TECHNICAL SPECIFICATIONS	

A. MATERIAL, TOOLS, AND, EQUIPMENT	To be provided by the learner-participants: Laptop with MS PowerPoint 2010 or latest version and Adobe In-design	To be provided by the Technical Committee: - Projector/LED Screen/TV 55" or better <i>(for the contest room and for the viewers outside of the contest room)</i> - Extension Cords - HDMI/VGA Cables - Flash Drives - Lapels <i>(Wireless bluetooth)</i>		
	Flash Drive (32 gb)	- Board Paper Substance 120 - 220 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, Waiting Room <i>(for Learner-participants who are done with the pitching)</i>			
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%
RUBRICS	<i>See attached scoring rubrics.</i>			
MECHANICS				
Pre-Event				
A. The Advocacy Pitch is open to all learners from Key Stages 3 and 4 (Grades 7 to 12) who are officially enrolled in public and private elementary and secondary schools and CLCs. Each region shall register one (1) team composed of two (2) learner-participants who are winners in the Regional Festival of Talents (RFOT) and two (2) teacher-coaches. B. Each team shall bring two (2) laptops with respective chargers and one (1) flash drive. C. A mandatory technical inspection of all laptops and flash drives shall be conducted a day before the contest. The Technical Committee shall place the inspected laptops in the Holding Room. The flash drives shall be collected where digital copies of contest materials shall be stored. D. Drawing of lots shall be done thirty (30) minutes prior to the contest. E. The learner-participants shall wear corporate attire during the contest. F. There will be 2 sets of judges, one group for pitching and the other for power point and brochure. G. The Technical Committee will determine the color palette to be announced during the contest.				
During the Event				
A. Each team shall be given a running time of 120 minutes from Phases 1-4. <i>Phase 1 – Text Immersion (30 Minutes)</i> - Three (3) sets of thematic grade-level appropriate informational texts, from which the team shall study shall be provided by the Technical Committee in the Holding Room. Each team shall also receive graphics stored in the flash drive. This shall be retrieved from them before their presentation. - The team shall be given thirty (30) minutes to read the texts. <i>Phase 2 - Topic Outlining (20 Minutes)</i> - Each team shall be given twenty (20) minutes to outline				

their presentation, both PowerPoint (PPT) and brochure, using laptops.

Phase 3 – Presentation Preparation (60 Minutes)

1. Preparation of PPT and brochure shall be done simultaneously.
2. For the PowerPoint Presentation
 - a. Each team shall use MS PowerPoint applying the presentation standards and utilizing available text resources like images, graphics, or any symbol found in the MS PowerPoint.
 - b. Each team shall prepare the script based on the Powerpoint presentation.
 - c. 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" which shall be the cue for the teams to stop.
 - d. Each team is given sixty (60) minutes to prepare, rehearse, and finalize their output.
 - e. Each team shall save the file using the filename format: Entry Number_Event Contest Code (**ex: 01_AP_PPT**).
 - f. The Technical Committee shall collect the flash drive and ensure that the saved file is working and ready for presentation. Once saved, the team shall not be allowed to open their laptops.
3. For the Brochure
 - a. Each team shall use InDesign, Publisher, MS PowerPoint, and/or Photoshop for the layout of the tri-fold brochure.
 - b. Each team shall prepare one tri-fold brochure in landscape layout using the A4 paper. The brochure shall contain the (1) advocacy title, (2) problem description, (3) evidence from the readings, (4) proposed actions, (5) expected impact, and (6) team information without any identifying marks. It must be clear, organized, and visually appealing, using only materials provided during the preparation period.
 - c. Each team shall save the file in PDF using the filename format: Entry Number_Event Contest Code (**ex: 01_AP_Brochure**).
 - d. Each team shall print the brochure in five (5) copies to be distributed randomly to the audience during the pitching time.
 - e. Each team shall not be allowed to use laptops after the allotted preparation time.
4. Designated time shall be allocated for learner-participants to print materials, strictly adhering to the cue established by the Technical Committee. Printing time shall not be included in the preparation time.

5. The partner will be staying in a separate room while waiting for the final rehearsal.

Phase 4 – Final Rehearsal (10 Minutes)

1. Before the delivery, all teams shall be given ten (10) minutes for technical check and rehearsal in the Holding Room.
2. The Technical Committee shall allow the teams to use the laptops again during the final rehearsal.
3. Editing any part of the PPT is prohibited.
4. After the rehearsal, each team, guided by the Technical Committee, shall immediately proceed to the presentation room.

Phase 5 – Presentation Proper (6 Minutes)

1. Before the delivery, each team shall be given one (1) minute for technical check.
2. Distribution of the brochures shall be done during the presentation.
3. Each team shall present in five (5) minutes. The slide presentation shall play automatically for five (5) minutes, and the team shall deliver their pitch synchronized with the auto-timed slides. Manual slide-clicking is not allowed. Both team members shall 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.
4. The Technical Committee shall use color-coded flags to manage time during the slide presentation:
 - a. **green flag** to signal the start of the presentation;
 - b. **yellow flag** to indicate that only 2 minutes remain; and
 - c. **red flag** to signal that time is up. Meanwhile, the Technical Committee shall automatically mute the lapel.
5. The Technical Committee timer shall serve as the official and definitive timekeeper for the event.

After the Event

1. Upon completion of the performance, learner-participants shall be required to exit the stage in an orderly manner and proceed directly to the designated holding area. The Technical Committee shall escort the team off the stage.
2. The Technical Committee shall collect the printed brochures and direct the participants to retrieve the laptops and flash drives placed in the preparation area.
3. Each brochure shall be judged after the performance onstage.
4. Results shall be announced during the Awarding and Closing Ceremonies.



Literary Cup

KEY STAGE	Key Stage Two (Grade Six)	
NO. OF PARTICIPANT/S	One (1) Grade Six learner-participant per region One (1) teacher-coach	
TIME ALLOTMENT	95 minutes (<i>90 minutes for preparation plus 5 minutes for presentation</i>)	
PERFORMANCE STANDARD	The learner uses speaking skills and strategies appropriately to communicate ideas into 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 (reading and composition)	
21ST CENTURY SKILL/S	Communication Skills and Learning & Innovation Skills	
CREATIVE INDUSTRIES DOMAIN	Performing Arts Domain	
DESCRIPTION	This event is an individual competition for Grade 6 learners designed to assess both receptive and productive skills through a controlled narrative task. The event evaluates learners' ability to comprehend a narrative text, extract and sequence essential story elements, demonstrate critical thinking by creating a coherent plot twist on a given story, and present it creatively through story reading. Through a timed oral performance, Learner-participants apply narrative reconstruction, summarization, inferencing, and story crafting skills, producing a unified output that reflects deep understanding of the source material and creative and effective spoken communication.	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS, AND EQUIPMENT	To be provided by the participants: • Black Ballpen	To be provided by the Technical Committee: • Supplies and materials • Timer and flaglets • Strips of papers for drawing of lots • Number identifier • Sound system (<i>for the orientation and awarding</i>) • Certificates

	● Pencils ● Ball Pens ● Folders ● Calculators ● Bond Papers ● Holding area, preparation area, and contest area ● Signages (e.g. Preparation Area, Holding Area, Contest Area, Waiting Room) ● Wall clock (preparation area)																					
B. VENUE	Air-conditioned / Well-ventilated Room: ● Holding Area ● Preparation Area ● Contest Area ● Waiting Room (for learner-participants done with the performance)																					
CRITERIA FOR JUDGING	<table><tr><th>Criterion</th><th>Description</th><th>Percentage</th></tr><tr><td>Quality, Coherence, and Impact of the Plot Twist</td><td>Presents a plot twist that is original, meaningful, and strongly connected to the given story. The twist creates surprise, tension, or fresh insight without becoming illogical, confusing, or disconnected from the characters, conflict, and events of the original narrative.</td><td>30%</td></tr><tr><td>Fidelity to the Source Text and Narrative Continuity</td><td>Demonstrates clear understanding of the original story by preserving the required elements of the narrative. The contestant develops the twist from the climax to the resolution of the given story.</td><td>20%</td></tr><tr><td>Organization, Language Use, and Story Crafting</td><td>Produces a unified and well-organized story output with effective transitions, appropriate word choice, and clear narrative progression. The written output shows control of ideas, clarity of expression, and readiness for oral presentation.</td><td>15%</td></tr><tr><td>Oral Delivery, Fluency, and Vocal Interpretation</td><td>Delivers the story clearly, smoothly, and confidently, with appropriate pronunciation, articulation, pacing, stress, and intonation. The voice helps reveal the meaning, mood, and dramatic effect of the plot twist.</td><td>20%</td></tr><tr><td>Expressiveness, Stage Presence, and Audience Engagement</td><td>Uses facial expression, eye contact, gestures, and controlled body movement to enhance the storytelling performance. The contestant sustains audience interest while maintaining naturalness, composure, and proper stage decorum.</td><td>15%</td></tr><tr><td colspan="2">Total</td><td>100%</td></tr></table>	Criterion	Description	Percentage	Quality, Coherence, and Impact of the Plot Twist	Presents a plot twist that is original, meaningful, and strongly connected to the given story. The twist creates surprise, tension, or fresh insight without becoming illogical, confusing, or disconnected from the characters, conflict, and events of the original narrative.	30%	Fidelity to the Source Text and Narrative Continuity	Demonstrates clear understanding of the original story by preserving the required elements of the narrative. The contestant develops the twist from the climax to the resolution of the given story.	20%	Organization, Language Use, and Story Crafting	Produces a unified and well-organized story output with effective transitions, appropriate word choice, and clear narrative progression. The written output shows control of ideas, clarity of expression, and readiness for oral presentation.	15%	Oral Delivery, Fluency, and Vocal Interpretation	Delivers the story clearly, smoothly, and confidently, with appropriate pronunciation, articulation, pacing, stress, and intonation. The voice helps reveal the meaning, mood, and dramatic effect of the plot twist.	20%	Expressiveness, Stage Presence, and Audience Engagement	Uses facial expression, eye contact, gestures, and controlled body movement to enhance the storytelling performance. The contestant sustains audience interest while maintaining naturalness, composure, and proper stage decorum.	15%	Total		100%
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Total		100%																				
RUBRICS	See attached rubrics																					
MECHANICS																						
Pre-Event 1. All learner-participants shall report to the contest venue one (1) hour before the start of the contest proper to allow sufficient time for attendance checking, orientation, and preparation. 2. Upon arrival, learner-participants shall register at the designated desk, where their identities and official representation shall be verified by the Technical Committee.																						
During the Event A. Preparation Phase																						

1. Each learner-participant shall be provided with a **90-minute preparation period**, during which the learner-participant shall read and analyze the age-appropriate text, identify the important events and character actions, and write the twist they intend to deliver in a collaborative manner. Included in the preparation period is the rehearsal of each team:
 - a. 30 minutes for text reading;
 - b. 30 minutes for analysis, summarizing, and writing; and
 - c. 30 minutes for rehearsal.
2. Upon receipt of the contest materials (*story and three sheets of writing paper*), by learner-participant 1 during the designated preparation phase, the Technical Committee shall subsequently provide the same material to learner-participant 2 after an interval of five (5) minutes. This prescribed five-minute gap shall be consistently maintained for each succeeding team until all learner-participants have been furnished with their respective preparation materials.
3. The learner-participant may creatively twist various narrative elements, including but not limited to character identity, relationships, point of view, and timeline, provided that such modifications enhance the originality and coherence of the story. However, these adaptations shall not alter the given genre, title, beginning, rising action, and conflict of the story.
4. The learner-participants shall summarize and rewrite the beginning and rising action in their own words and write their plot twist from climax, falling action to resolution.
5. All learner-participants are strictly prohibited from using mobile phones, gadgets, dictionaries, or any external reference materials.
6. At the end of the 90-minute preparation period, the Technical Committee shall collect the copy of the narrative text and the output, including the notes from the contestant.
7. The Technical Committee shall provide judges with photocopies of outputs for reference.

B. Delivery Phase

1. The learner-participants shall wear a **plain white T-shirt with no prints or designs**, paired *maong* pants. Accessories, costumes, props, or themed clothing are not allowed.
2. Before stepping onto the stage, the learner-participant shall be called by the Technical Committee according to the official order of presentation. Once called, the learner-participant shall immediately proceed to the designated performance area.
3. The learner-participant is granted a maximum of **five (5) minutes** to read the story with the twist. The learner-participants shall no longer be allowed to make revisions in the written output.
4. The Technical Committee shall use color-coded flaglets to manage time, which shall be clearly visible from the performance area:
 - **green flag** to signal the start of the presentation;
 - **yellow flag** to indicate that only one (1) minute remain; and
 - **red flag** to signal that time is up. Meanwhile, the Technical Committee shall automatically mute the microphone. Any portion delivered beyond the five-minute limit will not be scored.
5. After the presentation, the learner-participant shall exit the stage promptly and proceed to the designated area as directed by the Technical Committee.

After the Event

1. Upon completion of the performance, all learner-participants shall exit the stage in an orderly manner and proceed directly to the designated waiting room.
2. The Technical Committee shall escort the learner-participant off the stage and ensure their orderly transfer to the waiting area. The learner-participants shall remain in the designated waiting room until the judges' feedback has been concluded.
3. Results will be announced during the awarding ceremony.