



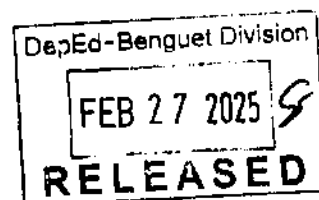
Republic of the Philippines  
**Department of Education**  
**Schools Division of Benguet**

26 February 2025

**DIVISION MEMORANDUM**  
No. 101, s. 2025

**CONDUCT OF THE 2025 DIVISION READ-A-THON**

To: Chief, Curriculum Implementation Division  
Chief, School Governance and Operations Division  
Education Program Supervisors  
Public Schools District Supervisors/In Charge  
Elementary and Secondary School Heads  
Elementary and Secondary Teachers  
All Others Concerned



1. Read-a-thon as reading activity provides opportunities for learners from elementary and secondary to showcase their skills and talents in the different disciplines. It seeks to provide an avenue in assessing learner's artistic abilities, language, critical analysis, and deep reasoning among others.
2. The Department of Education (DepEd) has been motivating and urging schools and learning institutions to conduct a month-long reading program to revive the youth's interest in the printed word and rekindle the students love for books. Among them a Read-a-Thon, "Drop Everything and Read (Dear)" and remedial reading classes for elementary and secondary learners.
3. It is for this purpose that the Schools Division Office of Benguet through the Curriculum Implementation Division will conduct the Read-A-Thon on **March 15, 2025**, at La Trinidad central School to select participants who will be joining the Regional Festival of Talents in Read-a-thon this year. It will showcase three events which are the **Story Retelling**, **Story Resolution Challenge** for Grades 3 and 6 (Elementary) and the **Five Minute Pecha Kucha** for Grade 10. It will be participated by the elementary and secondary learners from the 14 districts of the Division of Benguet who are winners in the districts.
5. Working committee chairs and members are assigned to ensure the successful conduct of the Read-a-thon. (See Enclosure No. 1 for the complete list of Working Committees and Members. Enclosure No. 2 are the Guidelines of the Read-a-thon Competition)



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Facebook Page: DepEd Tayo Benguet

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Quality | Innovation | Excellence | Service | Sustainability





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6. Teachers/coaches and working committees attending the said activity shall be entitled for one-day service credit /COC since the activity shall be conducted on a Saturday.
7. Travel and other incidental expenses incurred shall be charged to school MOOE or other available local funds as may be appropriate, subject to the usual government auditing rules and procedures.
8. The memorandum shall serve as an authority to travel for all participants listed.
9. Immediate dissemination of and compliance with this Memorandum is directed.

**ESTELA P. LEON-CARIÑO EdD, CESO III**  
Regional Director and  
Concurrent School Division Superintendent

CID/RAG/ffp



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Integrity, Boldness, Accomplishment, Boldness, Advancement, Mutual Excellence





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Enclosure 1 to DM 101, s. 2023

**Working committee chairs and members**

GRADE 3	GRADE 6
Donaville Bistid- Chairman	Constancia Jane Abodiles-Chairman
Joan Palpeg	Rachel Balikid
Clariza Tad-o	Grace Pelico
GRADE 10	
[REDACTED]	
Esther Rizaldo-Chairman Aida Pe Shirley Comila Francis F. Peckley	



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**SYAHAN**  
Integrity, Team, Accomplishment, Growth, Development, Service Excellence



# 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 <sup>ST</sup> 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			
S. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: <ul style="list-style-type: none"><li>Laptop installed with MS PowerPoint 2010 or latest version</li><li>Lapel</li></ul>	To be provided by the event organizers: <ul style="list-style-type: none"><li>Projector/ LED Screen/ TV 55" or better</li><li>Extension cords</li><li>HDMI/VGA Cables</li><li>Flash Drives</li></ul>	
T. VENUE	Holding Room Preparation Room Contest Room		
CRITERIA FOR JUDGING	Criteria		Percentage
	<b>Composition</b> <ul style="list-style-type: none"><li>Compose a short, logical, and coherent speech relevant to given topic or theme.</li><li>Use words that represent own thoughts, feelings, and expressions.</li><li>Cite sources properly.</li></ul>		40%
	<b>Delivery and Voice Projection</b> <ul style="list-style-type: none"><li>Speak clearly, distinctly, and with appropriate and varied poses, pitch, and tone modulation.</li></ul>		

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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)

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	<ul style="list-style-type: none"> <li>• Signages (e.g., Preparation Area, Holding Area, and Contest Area)</li> </ul>
<b>R. VENUE</b>	<ul style="list-style-type: none"> <li>• Holding Area</li> <li>• Preparation Room</li> <li>• Contest Room</li> </ul>

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

#### **EVENT RULES AND MECHANICS**

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

# READ-A-THON (ENGLISH)

(A Showcase of English Language Skills Contest)

<b>COMPONENT AREA</b>	<b>READ-A-THON</b>	
<b>KEY STAGE</b>	Key Stage Two (2): Grade Six (6)	
<b>EVENT TITLE</b>	<b>Story Resolution Challenge</b>	
<b>NO. OF PARTICIPANT/S</b>	1 Grade six (6) learner-participant per region	
<b>TIME ALLOTMENT</b>	25 minutes including preparation	
<b>PERFORMANCE STANDARDS</b>	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).	
<b>21<sup>ST</sup> CENTURY SKILL/S</b>	Communication, Learning and Innovation Skills	
<b>CREATIVE INDUSTRIES DOMAIN</b>	Performing Arts Domain	
<b>DESCRIPTION</b>	<b>Story Resolution Challenge</b> 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.	
<b>TECHNICAL SPECIFICATIONS</b>		
<b>Q. MATERIALS, TOOLS AND EQUIPMENT</b>	To be provided by the participants:  None	To be provided by the event organizers: <ul style="list-style-type: none"><li>• Supplies and materials</li><li>• Timer and flags</li><li>• Strips of paper for drawing of lots</li><li>• Number identifier</li><li>• Sound system</li><li>• Certificates</li><li>• Pencils</li><li>• Ball pens</li><li>• Folders</li><li>• Calculators</li><li>• Bond paper</li><li>• Lapel</li><li>• Holding Area, Preparation Area, and Contest Area</li></ul>

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

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

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

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

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

#### **MECHANICS**

- A. **Story Retelling** event is open to all Grade Three (3) learners who are officially enrolled in public or private schools. This shall be done under the **contest category**. Each region shall register one (1) learner-participant and one (1) teacher-coach.
- B. A printed copy of a story in English, a pen, and paper shall be provided to the learner-participants by the National Technical Working Group (NTWG) during the event. These shall be retrieved from them before their actual performance.
- C. All learner-participants will stay in the Holding Area without hearing the performance of other learner-participants, while the next learner-participant will stay in the Preparation Room before the performance.
- D. Drawing of lots by the learner-participants for their number identifier shall be done thirty (30) minutes before the event proper.
- E. At the event venue, learner-participants shall be given twenty-five (25) minutes to silently read the given story. They may use pen and paper to organize their thoughts. Then, they shall retell the story read using their own words which shall not exceed five (5) minutes.
- F. Learner-participants shall not be allowed to read the story again during their performance.
- G. Colored flags shall be raised by the NTWG to cue the learner-participant during the event proper.

# READ-A-THON (ENGLISH)

(A Showcase of English Language Skills Contest)

<b>COMPONENT AREA</b>	<b>READ-A-THON</b>	
<b>KEY STAGE</b>	Key Stage One (1): Grade Three (3)	
<b>EVENT TITLE</b>	<b>Story Retelling</b>	
<b>NO. OF PARTICIPANT/S</b>	1 Grade Three (3) learner-participant per region	
<b>TIME ALLOTMENT</b>	30 minutes including preparation	
<b>PERFORMANCE STANDARDS</b>	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).	
<b>21<sup>ST</sup> CENTURY SKILL/S</b>	Communication Skills and Learning & Innovation Skills	
<b>CREATIVE INDUSTRIES DOMAIN</b>	Performing Arts Domain	
<b>DESCRIPTION</b>	<b>Story Retelling</b> 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.	
<b>TECHNICAL SPECIFICATIONS</b>		
<b>O. MATERIALS, TOOLS AND EQUIPMENT</b>	To be provided by the participants:  <i>None</i>	To be provided by the event organizers: <ul style="list-style-type: none"><li>• Supplies and materials</li><li>• Timer and flags</li><li>• Strips of paper for drawing of lots</li><li>• Number identifier</li><li>• Wireless microphone with stand</li><li>• Sound system</li><li>• Certificates</li><li>• Pencils</li><li>• Ball pens</li><li>• Folders</li><li>• Calculators</li><li>• Bond paper</li><li>• Holding Area, Preparation Area, and Contest Area</li><li>• Signages (e.g., Preparation Area,</li></ul>

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

### MECHANICS

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

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

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

Phase 1 – Text Immersion (30 Minutes)

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

Phase 2 - Topic Outlining (20 Minutes)

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

Phase 3 – Presentation Preparation (40 Minutes)

1. Learner-participant shall use MS PowerPoint applying the presentation standards and utilize available text resources like images, graphics, or any found in the MS PowerPoint.
2. Each presentation shall be limited to 15 slides and each slide shall be automatically timed 20 seconds. Presentation time shall be 5 minutes only.
3. Learner-participant is given 30 minutes to prepare his/her presentation and 10 minutes to rehearse and finalize his/her output.
4. Learner-participant shall save the file using the filename format: Entry Number\_Event Contest Code (ex: 01\_PK).

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