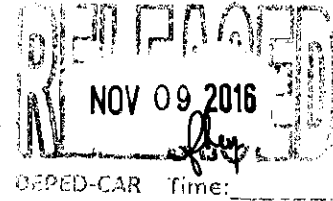




Republic of the Philippines
 Department of Education
CORDILLERA ADMINISTRATIVE REGION
 Wangal, La Trinidad, Benguet



Regional Memorandum
 No. **334 . 2016**



TO: Schools Division Superintendents (Baguio City & Tabuk City)
 Heads, Public Elementary & Secondary
 Others Concerned

From: **SORAYA T. FACULO**
 Chief- HRDD
 OIC-Office of the Assistant Regional Director

Date: November 8, 2016

Subject: 2016 Regional Musabaqah "Skills Exhibition"

1. DepEd CAR shall conduct the 2016 Regional Musabaqah at NEAP-R, CAR on November 29, 2016 with the theme " Empowering Arabic Language and Islamic Values (ALIVE Learners as Stewards of Peace, Unity and Goodwill."
2. The activity aims to:
 - a. provide the ALIVE learners with the opportunities to showcase their talents through exhibitions of their performances as evidence of their learnings;
 - b. display the value of unity and sportsmanship among ALIVE learners; and,
 - c. encourage Asatidz to create a satisfactory teaching and learning activities in the ALIVE program.
3. The participants to this activity are the following:

Participants			Number
Regional Office			
• Regional Director/ Assistant Regional Director			1
• CLMD Chief			1
• RAC Coordinator			1
• Documenter/Secretariat			1
• CLMD EPS			9
Schools Division Offices			
• DAC Coordinator			2
• ALIVE Regular Teacher			2
• MEP Principals			7
Contest Judges			
• Judges for the ALIVE			15
Event	Contestant	Teacher Coach	
Harf Touch	2x2 = 4	2	6
Spelling	2x2 = 4	2	6
Qur-an Reading	2x2 = 4	2	6
Qur'an Memorization (Hufdhul Qur'an)	2x2 = 4	2	6
Call to Prayer (Adhan) for Dhuhur	2x2 = 4	2	6
On-the-Spot Poster Making	2x2 = 4	2	6
Islamic Values Quiz Bee	2x3 = 6	2	12
Choir (Nasheed)	2x6 = 12	2	14
Division Booth (In-charge)		2x3 = 6	6
TOTAL			107

4. Enclosed are the mechanics and guidelines for the completion.
5. Transportation and other incidental expenses of the participants will be charged against division MEP funds while lodging and food (breakfast, lunch, & snacks) will be charged against Regional MEP funds subject to the usual accounting and auditing rules and regulations.
6. First meal will be breakfast of November 22, 2016 and last meal will be PM snack of the same date.
7. Immediate dissemination of and compliance to this Memorandum is desired.

Specific Guidelines per Category

A. Harf Touch

Description	Harf Touch is a skills exhibition wherein blind-folded players touch the surface of the illustration board having an engraved Arabic letter being taught to the learner.
Objectives	<p>This category aims to showcase learners' skills on the following</p> <ul style="list-style-type: none"> • Identifying and recognizing Arabic letters through touching with speed and accuracy within the allotted time. • Pronouncing the letters correctly • Enhancing familiarization of the Arabic letter through cognition and psychomotor.
Materials	<ul style="list-style-type: none"> • Engraved Arabic alphabet in A-4 size, landscaped illustration board (white colored on top and mounted in black colored illustration board) Font type: Traditional Arabic Font size:720 except for letters <i>kha</i> (700) & <i>ghayn</i> (600). Note: Prepare the letters in power point prior to printing to produce precise measurement. • Eye mask • Table and chair where Arabic letters will be placed • Lapel or microphone • Stop watch • Buzzer • Tally board and marker • Tally sheets/pens/pencils

1. Mechanics

- 1.1 The participants should come from level1, ages 6-8 years old.
- 1.2 One (1) participant is required per region implementing ALIVE Program.
- 1.3 The contestant should have registered, and complied with the requirements

- 1.4 During the contest proper, the contestant are blindfolded.
- 1.5 They will also have their contest control number to conceal the region they represent.
- 1.6 Using A-4 size illustration board, the facilitator mixes the 28 letters and distribute to all contestant as they take their turns.
- 1.7 The contestants take turns to be on stage to identify the characters engraved/cut on illustration board within one minute.
- 1.8 Other contestants sit within designated place blind folded. They should not see the process undergone by the contestant on board. However the coaches should be there to see the contestants answer.
- 1.9 Eight (28) cahracters/letters will be given to each contestant to identify. In case of a tie, additional three (3) characters/letters will be given in another round. The shortest recorded time with correct answers will be declared as the.
- 1.10 There will be one (1) timekeeper/buzzer, one (1) recorder/tabulator.
- 1.11 Timekeeper will signal the start and the end of time alloted for each contestant.
- 1.12 The recorder tallies the scores in the viewing audience.
- 1.13 Panel of judges consist of three (3) members.
- 1.14 The judges confirm the number of the correct responses.
- 1.15 Contestants with the highest correct answers in a shortest recorded time shall be declared as the winner. There will be first, second and third winners.
- 1.16 Only the Official coach can raise an appeal addressed to the Grievnce Committee.

2. Criteria for Judging

One point is given for every correct response.

B. Spelling

Description	Arabic Spelling Contest is one of the exciting features for Muslim learners to showcase their listening and writing skills in Arabic Language by means of forming words from letters.
Objectives	This category aims to showcase the learners skills on the following; <ul style="list-style-type: none">• Spelling Arabic words quickly, accurately and with comprehension• Writing the words correctly in its nuskha and cursive form with complete vowels.
Materials	<ul style="list-style-type: none">• 12 x 18 White Board• White Board Pen• Buzzer/Bell• White Board Eraser

1. Mechanics

- 1.1 The participants should come from Level II and III, ages 8-11 years old.
- 1.2 The spelling contest shall be categorized into three (3) level of difficulty, easy, average and difficult. Each category will be judged by the same three (3) judges.
- 1.3 The medium of instruction to be used is Arabic Language.
- 1.4 There will be ten (10) words for each round, EASY round (Noun with 3 syllables), AVERAGE round (Noun with 4 syllables) and DIFFICULT round (Noun with 5 syllables). In case there will be tie, clincher can be taken from the three (3) categories.
- 1.5 Each ^{division} region shall submit 10 words for easy, average and difficult. Ten words for each category will be drawn from the collected words.
- 1.6 Each word shall be read twice. The participants shall write their answer in nuskha and cursive form of writing. Ten (10) seconds for easy and 15 seconds for average round; 30 seconds for the difficult round on the white board provided and immediately raise after the buzzer.
- 1.7 After each round is done, the scores will be totaled.
- 1.8 In case of tie, a clincher round shall be conducted. The first to give the correct answer will be declared as the WINNER.

1.9 Contestants with the highest points win. There will be first, second and third place winners.

1.10 Only official coaches can file an appeal to the Grievance Committee.

2. Criteria for Judging

- Scoring shall be based on the following:

Easy Round	1 point
Average Round	2 points
Difficult Round	3 points

C. Islamic Values Quiz Bee

Category 3	Islamic Values Quiz Bee
Description	Islamic Values Quiz Bee shall test the knowledge and understanding of the learners on the cultures, traditions, practices and belief that promote peace by answering questions derived from Islamic Values Education subject.
Objectives	This category aims to <ul style="list-style-type: none">showcase the mastery level of ALIVE learners on the content of Islamic Values Education anddisplay the value of unity and sportsmanship among ALIVE learners.
Materials	<ul style="list-style-type: none">tally board (white board)bond papershow me boardtally sheetsblack pentel penballpenblackboard eraserpencilstimer

1. Mechanics

1.1 There would be three (3) participants, one from Level I, II, III per region.

1.2 The officiating officials are the quizmaster, proctors, timekeeper and recorders.

- 1.3 The sealed envelope which contains the questions will be opened by the quiz master during the contest proper.
- 1.4 There shall be three (3) rounds of questions namely **easy**, **average** and **difficult** rounds. Easy round has ten (10) questions at one (1) point each. Average round has five (5) questions at two (2) points each and the difficult round has five (5) questions at three (3) points each.
- 1.5 Questions in the easy and average rounds should be in Multiple Choice with 4 letter options. Difficult Round question has no options, thus the team shall write the correct answer on the show-me board. Wrong spelling in both English and Arabic is wrong. If answers are written in Arabic, it must be in Nushka form with complete vowel.
- 1.6 The correct spelling of the transliterated words shall be based on how it was written in the ALIVE curriculum and textbooks.
- 1.7 The coverage of the questions in the Easy round is in Level I Textbook, while Average round is in Level II Textbook, and difficult round is in Level III Textbook and in the clincher round shall be taken in Level III.
- 1.8 Each of the questions shall be read twice by the quiz master. After the second reading the quiz master will say "Go", the team then will write their answer in the white bond paper/show me board within ten (10) seconds in the Easy and Average rounds. While, 20 seconds is given to write the correct answer in the difficult round.
- 1.9 When the time is up, the timekeeper rings the bell/ buzzer. The team then will stop answering and show their answer to the proctor by raising their Show Me Board.
- 1.10 The proctor will read the answer of each team and be recorded in the tally board and in the tally sheet.
- 1.11 After each round, points will be tabulated. The final scores will be tabulated after the difficult round. The top three teams will be declared 1st, 2nd and 3rd Place winners.
- 1.12 In case of tie, a clincher round shall be given. The first one to give the correct answer shall be the winner. If no team is able to give the correct answer, another clincher question shall be given until a winner comes up. 20 seconds shall be given to write the correct answer on the Show Me Board.

- 1.13 The quizmaster shall proclaim the first, second and third winners.
- 1.14 Any clarifications or protest shall be raised only by the contestants and shall be done before reading the next question. No protest shall be entertained thereafter.
- 1.15 Coaches are not allowed to enter the contest room.

D. Qur-an Reading

Description	This contest will showcase the reading skills and developing good speech habits of Muslim learners. The Qur'an is the material to be used as it is authentic source of stories and literature which is acceptable to all Muslims.
Objectives	The category aims to the skills of the ALIVE learners to <ul style="list-style-type: none"> • Recite the verse (ayah) / chapter (surah) following the rules of Tajweed • Read the verse (ayah) / chapter (surah) with clear voice in tarteel • Demonstrate the proper way to pause, continue and full stop in reading the verse with stage presence.
Materials	<ul style="list-style-type: none"> • Copies of the Holy Qur'an (for the contestant and judges) • Copy of selected Suwar to be recited by the participants • Five folders with printed criteria forms • Pencils • Laptop • Timer • Audio system with microphone

1. Mechanics

- 1.1 The participants should come from Level III male or female pupils, ages 9-11 years old.
- 1.2 The participants shall read the selected Surah in Tarteel.
- 1.3 The participants will have their control number to conceal the Region *Division* they represent.
- 1.4 Each participants should bring a copy of the Holy Qur'an.
- 1.5 Participants should wear proper attire (*black abaya and white Kombong/ Hijab for female and Kimon with totob/kopya for male*)
- 1.6 Each participants shall be seated on the floor with the book stand and using a microphone in the actual reading of the selected *Surah*.

- 1.7 The participants shall pick a number to identify his/her order in the contest.
- 1.8 The first contestant shall draw lots two (2) minutes before the contest proper. Succeeding contestants do the same. Reading of the selected *Surah* shall be done within five (5) minutes.
- 1.9 There must be three (3) judges, one (1) timer and one (1) recorder/tabulator.
- 1.10 There shall be first, second and third winners/awardees.

2. Criteria for Judging

<i>Tajweed</i> /Pronunciation	40%
<i>Tarteel</i> /Chant	30%
<i>Sawt</i> /Voice Clarity	20%
<i>Hay'ah</i> /Stage Presence	10%
TOTAL	100%

E. Qur'an Memorization (Hufdhul Qur'an)

Description	The exhibition will showcase the memorization skills of the learners. It is composed of three levels. (easy, average & difficult). The chapters from the Holy Qur'an will be used as the material in the contest as it is the source of culture, tradition and practices which is acceptable to all Muslims.
Objectives	<p>This exhibition category aims to display the ALIVE learners' skills on the following:</p> <ul style="list-style-type: none"> • Identifying the chapter (surah) • Completing the missing verse (ayah) • Reciting the memorized chapter (surah) • Following the rules of tajweed and tawassut.
Material / (s)	Verses from Holy Qur'an (Rasmul Uthmaniy)

1. Mechanics

- 1.1 The participants should come from Level II male or female, ages 7-9 years old.
- 1.2 During contest proper, the contestants will have their own control number to conceal the Region they represent. The skill exhibition is verbal in nature. *QIVK102*
- 1.3.1 The coverage of the contest includes Surah Al-Maun, Al-Quraysh, Al-Feel, Al-Humazah, Al-'Asr, At-Takathur, Al-Qari'ah and Al-'Adiyah. Each Surah shall be drawn lots by the assigned committee.
- 1.4 The skill exhibition will consist of easy, average and difficult round.
 - 1.4.1 For easy round, the judge will read the verse of the Holy Qur'an.
The contestants will identify the surah.
 - 1.4.2 For the average round, the contestant will supply the missing phrase of the verse after being read by the judge.
 - 1.4.3 For the difficult round, the contestant will pick the surah and deliver the verse.
 - 1.4.4 There must be three (3) panel of judges. The judging will be based on the criteria/rubrics to be provided to the judges.
- 1.6 The top three participants shall be declared winner.
- 1.7 In case of a tie in any of the top three ranks, clincher *surah* shall be given by the board of judges to determine the winner in the place/rank from which they tied.

2. Criteria for Judging

Easy	20pts.
Average	30 pts.
Difficult Mastery - 25%	50 pts.
Pronunciation – 10%	
Voice Clarity - 10%	
Stage Presence/Proper attire - 5%	

3. Rubrics

3.1 Easy

Criteria	20 Points
Correct Response	20
Partially correct, incomplete response	15
Incorrect response	10
No Response	5

3.2 Average

Criteria	30 Points
Fully memorized	26-30
Mostly memorized, occasional pauses to recall	15-25
Partially memorized, frequent pauses to recall	6-14
Partially memorized & prompting often to recall	1-5

3.3 Difficult

CRITERIA	50 Points			
Mastery	Limited 5-11 pts.	Some fluency 12-18 pts.	Good, Shows enthusiasm 19-20 pts.	Well-developed, Delivered appropriately with great enthusiasm (25pts.)
Pronunciation	Unclear 2-3 pts.	Partly clear 4-6 pts.	Mostly clear 7-8 pts.	Very clear 10 pts.
Voice Clarity	Unclear 2-3 pts.	Partly clear 4-6 pts.	Mostly clear 7-8 pts.	Very clear 10 pts.
Stage Presence	Poor 0-1 pts.	Fair 2-3 pts.	Good 4 pts.	Excellent 5 pts.

F. Call to Prayer (Adhan) for Dhuhr

Description	Adhan is an act of calling the Muslim (Islam believers) to perform a Salah (Prayer)
Objective	This exhibition aims to show the ALIVE learners' skills in performing the Adhan as it is done in the masjid. Proper pronunciation and chanting with clarity of voice are considered.
Materials/Attire	Microphone with stand and timer, Muslim cultural attire (Jubah/Thawb); with head dress (tutob)

1. Mechanics

- 1.1 The participants should be MALE from all levels, ages 6-11 years old.
- 1.2 The contestant shall perform the Adhan verbally.
- 1.3 A maximum of 5 minutes will be given to each contestant including the preparation. 0.5 will be deducted from the total score if the time exceeded.
- 1.4 A microphone stand should be available as the contestants may use both hands in performing the Adhan.
- 1.5 There must be three (3) panel of judges.
- 1.6 The scores for each criterion is consolidated by the assigned tabulator to get the final score for each contestant.
- 1.7 The contestant with the highest score wins the competition.
- 1.8 There are three (3) winners: first, second and third.

2. Criteria for Judging

Pronunciation	35%
Mastery	20%
Voice Clarity/ Enunciation	35%
Stage Presence	10%
TOTAL	100%

3. Rubric

CRITERIA	1	2	3	4	SCORE
Pronunciation 35%	Performed the Adhan with 11 and above mispronounced letters.	Performed the Adhan with 6-10 mispronounced letters.	Performed the Adhan with 2-5 mispronounced letters.	Performed the Adhan with perfect and accurate pronunciation.	__ X 8.75 = __
Mastery 20%	Performed the Adhan with 11 and above missed words.	Performed the Adhan with 6-10 missed words.	Performed the Adhan with 2-5 missed words.	Performed the Adhan with perfect and accurate words.	__ X 5 = __
Voice Clarity/ Enunciation 35%	Performed the Adhan with 11 and above unclear words.	Performed the Adhan with 6-10 unclear words.	Performed the Adhan with 2-5 unclear words.	Performed the Adhan with clear and loud voice.	__ X 8.75 = __
Stage Presence 10%	Performed the Adhan with all of the elements missing	Performed the Adhan with two of the elements missing	Performed the Adhan with one of the three elements missing	Performed the Adhan with the following <ul style="list-style-type: none"> • proper attire (jubbah/thawb and tuta), • proper placement of the hands • confidence. 	__ X 2.5 = __

G. Choir (Nasheed)

Description	This activity will showcase a significant cultural insights (perspectives) through the use of songs about cultural practices. It is done through singing or sound song in choir.
Objectives	This skills exhibition aims to <ul style="list-style-type: none"> • To recognize and appreciate the rich Muslim culture through their songs and music. • To showcase the cultural talents of the ALIVE Learners.
Material / (s)	song, costume or uniform

1. Mechanics

- 1.1 The participants should come from Level 4 to 6, ages 9-12 years old.
- 1.2 Only the 1st placer in the Regional Level Musabaqah is qualified to join the the skills exhibition. *010/10ⁿ*
- 1.3 The competing team with 16 members should come from Category 1-8 participants only. One coach is allowed per team. The team may opt to have a conductor to be provided by each region. The contestants should have registered and complied with the requirements prior to the contest proper.
- 1.4 The team will perform in acapella. (No instrument accompaniment).
- 1.5 The team should strictly observe Islamic dress Code. (no niqab).
- 1.6 The performance time of every region is 5 to 7 minutes including entrance and exit For every excess one (1) minute is equivalent to one point deduction. *010/10ⁿ*
- 1.7 The regional team is required to submit 3 copies of their musical piece/lyrics.
- 1.8 No Complaints shall be entertained during and after the skills exhibition.

2. Criteria for Judging

Vocal Performance	40 %
Stage Presence	20 %
Expression Style and Phrasing	20 %
Over-all Impact	20 %
Total	100 %

H. On-the-Spot Poster Making

Description	The On-the-Spot Poster Making is a skills exhibition wherein the participants will use their talents in visual arts in creating a poster that speaks about the theme.
Objectives	This skills exhibition seeks to feature the innovativeness and creativity of ALIVE learners through Visual Arts.
Materials	<ul style="list-style-type: none">• ¼ size Illustration Board• Pencil (Mongol 2)• Eraser• Cray pass (12 pcs in a box)

1. Mechanics

- 1.1 The participants should come from Level II and III, ages 9-11 years old.
- 1.2 The theme of the contest will be announced during the skills exhibition by the judges.
- 1.3 The allotted time will be two hours.
- 1.4 There will be three winners to be determined by the board of judges.
- 1.5 The non-winners will receive certificate of participation.

2. Criteria for Judging

Creativity and Presentation	40%
Originality	30%
Relevance to the theme	30%
Total	100%

Division
I. Regional Booth

<p>Description</p> <p><i>* KUBO will be used during the festival!</i></p>	<p>A booth is a stall for the display of performance outputs and goods. It is a small temporary tent put up during festivals. Regional Booth will be put up by the different regions that will showcase the best practices of the Region in the implementation of the Madrasah Education Program (e.g. profile, best practices, outputs, special features/activities conducted in line with the implementation of the program). This will serve as an advocacy initiative of the region and provide unique opportunity that will generate extra interest and publicity of the Madrasah Education Program.</p> <p>Displaying of regional products will be included in the regional booth (foods, products, arts and cultures and promotion of tourism)</p>
<p>Theme</p>	<p>"Empowering Arabic Language and Islamic Values Education (ALIVE) Learners as Stewards of Peace, Unity and Goodwill"</p>
<p>Objectives</p>	<p>This exhibition aims to</p> <ul style="list-style-type: none"> • Showcase the different best practices of the region in the implementation of the ALIVE Program. • Serve as an advocacy initiative of the region to draw the interest of the public on the MEP. • Provide information hub on the roadmap of ALIVE program
<p>Materials <i>(Onregard)</i></p>	<ul style="list-style-type: none"> • Tent • Electrical wiring

1. Mechanics *(Onregard Nov. 1-2, 1.3, 1.4)*

- 1.1 The booth exhibition is open to all regions. *the two divisions.*
- 1.2 The booth should have a measurement of 2 x 2 x 1.8 meters only.
- 1.3 Each region is required to bring its own extension wire if needed in the booth exhibition.
- 1.4 Participating regions in the booth exhibition must have their display set up one day before the start of the skills exhibition. It should be opened during the entire duration of the 1st National Musabaqah "Skills Exhibition".
- 1.5 Booth must be labeled by region.
- 1.6 All decorations must remain within the booth parameter.
- 1.7 Competitors must stick to the theme of the event.

- 1.8 The booth must be staffed at all times during the events with proper identification to present highlights of the regional booth. The booth staff shall be composed of ALIVE learners and a ^{division} teacher/coach.
- 1.9 Best Practices, outputs, profiles, special features, activities conducted in line with MEP must be displayed and captured in the booth.
- 1.10 Displaying of regional products will be included in the regional booth but it's optional (e.g., foods, products, arts and cultures and promotion of tourism of the region).
- 1.11 Materials used in the regional booth is the responsibility of each region. ^{division}
- 1.12 The winner will be chosen according to the competition rules and guidelines.
- 1.13 Top Three (3) best regional booth will be proclaimed as 1st, 2nd, & 3rd Placer. They will be awarded with plaques of recognition and trophies.
- 1.14 Certificates of merit will be given to all non-winning Regional Booth.
- 1.15 The following Special Awards will be given; ^{in regard}
- Most informative
 - Most Unique Booth
 - Most Eco-Friendly (3Rs)
 - Most Number of Outputs
 - Most Decorative
 - Most Colorful Booth
 - Best Presenter (ALIVE Learners/Coach)
 - 21st Century Regional Booth
 - Top 3 People's Choice Booth
 - Most Artistic Booth
 - Indigenized Booth
- 1.16 The panel judges is composed of three (3) members.

2. Criteria for Judging

Creativity	15
Originality	15
Quality of Content and Information	25
Relevance to the Theme	20
Booth's staff enthusiasm, friendliness & interaction with attendees	15
Over-all Impact	10
Total:	100

3. Rubric

Criteria	1	2	3	4	SCORE
Creativity (15 points)	The booth does not reflect any degree of creativity.	Booth is creative and some thought was put into decorating it.	Booth is creative and a good amount of thought was put into decorating it.	Booth is exceptionally creative. A lot of thought and effort was used to make the booth interesting.	___ x 3.75 = ___
Originality (15 points)	No use of new ideas and originality to decorate booth.	Average use of new ideas and originality to decorate booth.	Good use of new ideas and originality to decorate booth.	Exceptional use of new ideas and originality to decorate booth.	___ x 3.75 = ___
Quality of Outputs and Information (25 points)	The outputs displayed lacks quality. Booth provides too little/no information about the MEP	The quality of outputs displayed is fair. Booth provides limited information about the MEP	The quality of outputs displayed is good. Booth provides adequate information about the MEP	The quality of outputs displayed is exceptional. Booth provides rich and varied information about MEP.	___ x 6.25 = ___
Relevance to the Theme (20 points)	The booth concept and presentation lacks relevance to the theme and celebration	The booth concept and presentation is relevant to some degree to the theme and celebration	Booth concept or presentation is relevant to the theme and celebration.	The booth concept or presentation is highly relevant to the theme and celebration.	___ x 5 = ___
Booth staff 's enthusiasm, friendliness and interaction with attendees (15 points)	The staff, at some degree, lack three or all of the characteristics listed.	The staff, at some degree, lack two of the characteristics listed.	The staff, at some degree, lack one of the characteristic listed.	The staff e <ul style="list-style-type: none"> • are friendly • shows enthusiams • provides clear and concise information about the ALIVE Program implementation conducted in the region interact with booth attendees with attentively	___ x 3.75 = ___
Visual Impact (10 points)	The booth is distractingly messy and/or.	The booth is acceptably attractive though it may be a bit messy.	The booth is attractive in terms of neatness	The booth is exceptionally attractive in terms of neatness.	___ x 2.5= ___
TOTAL					