



Republic of the Philippines  
**Department of Education**  
DIGOS CITY DIVISION

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**Office of the Schools Division Superintendent**

**DIVISION MEMORANDUM**

SGOD-2022- 133

To : All Public School District Supervisor  
All School Heads  
All Supreme Pupil and Student Government Officers  
All Supreme Pupil and Student Government Advisers  
Secondary Schools BKD Coordinators  
Secondary Schools YES-O Coordinators  
Secondary Schools Project W.A.T.C.H. Coordinators  
Secondary Schools Child Protection Program Coordinators  
Boy Scouts of the Philippines – DiCNHS main campus  
Division Youth Formation Coordinators

Subject : CONDUCT OF NATIONAL CHILDREN'S MONTH AND STUDENTS' DAY CELEBRATION

Date : December 05, 2022

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Pursuant to Regional Memorandum ESSD-2022-232 titled "Conduct of the 30<sup>TH</sup> National Children's Month", The Schools Division Office of Digos City through the Division Youth Formation Program shall conduct a culmination program for the **National Children's Month and Students Day Celebration on December 10, 2022 (Saturday) from 8:00 am to 5:00 pm at Digos City National High School, Digos City.**

This activity aims to give focus on the mental health and wellbeing of the children as the crucial issues at present which need to attention and response in the local and national levels of governance.

With this, this office hereby directs all Elementary Schools to identify five (5) student participants (Grades 4-6) per school or at least 35 participants per district. The competition for the elementary category will be by district. All Supreme Pupil Government (SPG) Coordinators will serve as the guardians of the student participants.

For secondary schools, each school must identify twenty (20) student participants. All Supreme Student Government (SPG) Coordinators together with the BKD, YES-O, CPP, and Proj. W.A.T.C.H. Coordinators shall serve as the guardian of the participants.



**Address:** Roxas cor. Lopez Jaena Street, Zone II, Digos City (8002)  
**Telephone Nos.:** (082) 553-8375; (082) 553-8396



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All student participants must secure and submit parents consent on or before the scheduled date. Attached is the program flow and game mechanics for the said celebration.

Compensatory Overtime Credit (CTO) of 1 day shall be granted for the services rendered beyond regular hours and/or those rendered on Saturdays, Sundays, and Holidays, or scheduled days off without the benefit of overtime pay (CSC & DBM Joint Circular No. 2, s. 2004 "Non-Monetary Remuneration for Overtime Services Rendered" and DepEd Order Number 53 series 2003 "Updated guidelines on Grant of Vacation Service Credits to Teachers", attendance/participation in DepEd activities which are short-term duration if such are held during summer vacation or during weekends.

Travelling and other incidental expenses shall be charged against local funds subject to usual accounting and auditing rules and procedures.

For information and compliance.

**CRISTY C. EPE**  
Schools Division Superintendent *AS*  
*12/6/22*

Enclosed: As stated.  
SGOD/ara

DepEd Schools Division of Digos City  
RECORDS SECTION  
**RELEASED**  
*22-95098*  
DATE: *DEC 12 2022* TIME: *2:44pm*  
BY:



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**NATIONAL CHILDREN'S MONTH AND STUDENTS' DAY CELEBRATION  
PROGRAM FLOW**

<b>Time</b>	<b>Activity</b>	<b>Person In-charge</b>
8:00 am – 8:30 am	Registration	TWG
8:30 am – 8:40 am	Prefatories: - National Anthem - Opening Prayer - Panatang Makabata - Regional Hymn - Digos City Hymn	AVP
8:40 am – 9:00 am	Welcome Remarks and Rationale	<b>SOLLIE B. OLIVER</b> Chief ES - SGOD
9:00 am – 9:30 am	Message	<b>CRISTY C. EPE</b> Schools Division Superintendent
9:30 am – 10:00 am	Words of Challenge	<b>WARLITO HUA</b> Chief ESSD
10:00 am – 10:05 am	Banner Raising	
10:05 am – 10:25 am	Orientation on Child Rights	<b>ATTY. CLARISSE A. LLABAN</b> Attorney III
10:25 am – 10:30 am	Symbolic Palayok Breaking	
10:30 am – 12:00 nn	Larong Pinoy	
12:00 nn – 1:00 pm	LUNCH	
1:00 pm – 3:00 pm	Larong Pinoy	
3:00 pm – 3:30 pm	Awarding	
3:30 pm – 3:45 pm	Closing Remarks	<b>APRIL ROSE A. ALCALA</b> AO II/ YFC
3:45 pm – 4:00 pm	Closing Prayer	

## **National Children's Month and National Students' Day Division Level GAME MECHANICS**

### **ON-THE-SPOT POSTER MAKING**

On the spot Poster Making Mechanics:

- Participant must register first before entering the room assigned for poster making
- The poster must illustrate, interpret, and emphasize the Theme
- Each participant must bring their own coloring materials or to be exact OIL PASTEL ONLY
- Landscape or Portrait style
- Two (2) hours allotted time upon preparation of outputs
- The criteria for judging are;

Relevance to the Theme - 30%

Presentation - 25%

Originality - 25%

Artistic composition - 20%

Total: 100%

### **SACK RACE AND SANGKAYAW**

Participants: 10 players per team (5 girls and 5 boys)

Game Mechanics:

1. At a given signal, the first player of each team walks with his/her coconut shell or sack towards its goal line.
2. Upon reaching the goal line, the player turns around with his/her stilt and return to the starting line.
3. The 2nd, 3rd, 4th up to the last player will do the same.
4. The first team to finish the race wins.

### **PATINTERO**

Participants: 5 players per team (boys and/or girls)

Game Mechanics:

1. The game is started with toss of a coin. Whoever wins becomes the passer.
2. A time limit of two minutes is given to each team to score.
3. Once the limit elapses, the line guards assume the positions of the passer, and vice-versa.
4. Passers are supposed to cross the lines from the starting point and back.
5. Four line guards are positioned on the vertical line and one on the horizontal line in the middle of the court. Their feet should always be on the line.
6. Line guards tag the passer with powdered hands.

System of Scoring:

From Entry Point to Exit Point

First line - 1 pt.

Second line - 2 pts.

Third line - 3 pts.

Fourth line - 4 pts.

## **SIPA (TAKYAN)**

Participants: 3 players per team (boys and/or girls)

Game Mechanics:

1. The player must continuously hit the takyan with their foot or elbow without dropping it on the ground.
2. The players who did the most number of kicks without dropping the takyan will win the game.

## **SEPAK TAKRAW**

Participants: 5 players (3 players and 2 Substitute) (boys and/or girls)

Game Mechanics:

1. This game is to hit the ball over the net and onto the floor in the opponent's court to score a point.
2. Players are allowed to use their legs, head and torso to contact the ball, but any contact with their arms or hands is an infringement of the rules.
3. The players on court are the striker, server and feeder.
4. The first Regu that scores 21 points wins the set.
5. The set can only be won by the Regu with a two-point lead, and the maximum points a set typically reaches is 25 points.
6. The umpire will announce for the set to extend to 25 points when there is a tie at 20 - 20.
7. The game is played in two sets with a two-minute break in between.
8. The Regu that wins two sets wins the match.

## **TIGSO**

Participants: 10 players per team (5 boys and 5 girls)

Game Mechanics:

The object of the game is for one team to try & capture the base of the other by reaching the other's home base first & tagging a pre-decided item symbolizing the team - without getting tagged by the defending members of the opposite team.

1. A safety line is drawn between the two teams.
2. A member of an opposing team who crosses the safety line into the territory of the other team can be chased & tagged by the team that owns that base.
3. If the attacker gets tagged before he/she manages to get back to his/her safety zone or home base, he/she becomes a prisoner (POW) of the opposite team.
4. He/she can be rescued by his/her teammates if one of his/her teammates manage to get close to the base & tag the POW without getting tagged himself/herself by the guard or one of the defenders in the opposing team.

5. The game ends when a member of an opposing team manages to tag the symbol of the other team or when at least 5 of the members of one team are captured by the other leaving their home base free for the opposite team to attack & capture.

## **TUMBANG PRESO**

Participants:

Game Mechanics:

1. The one to guard the tin can (preso) is called IT, and he/she is chosen by all the players throwing the pamato to the toe-line. The one who throws the farthest from the toe-line becomes the IT.
2. The other players will then get at the back of the toe-line, and at the game starts at a signal from the IT.
3. Immediately, the milk can is knocked down, and the pamato is retrieved. The IT then starts putting it up inside the circle, and the tagged player becomes the new IT.
4. In any case, the can is hit and fall outside the drawn circle but remains to stand, then the IT has all the rights to tag the hitter once he/she leaves the toe-line.
5. The can may be kicked or knocked down under when it is outside the circle.
6. Supposing a hitter is unable to retrieve his/her pamato, the other hitter can save him/her by hitting the can.

## **LUKSONG TINIK**

Participants:

Game Mechanics:

1. The first team decides among themselves who will play first and who will be the two who will act as the "thorns" in the game. Thorns have a very important as well as difficult task in the game. Jumpers take turns passing the levels. The jumpers form a queue and the thorns take their position.
2. The "thorns" A sit, facing each other with the soles of their feet touching. This is the first level that jumpers must successfully jump through without touching any of their body parts with those of the thorns' body parts.
3. Next level the two thorns must adjust their distance a bit towards each other so they can comfortably and successfully create level 2, where one of "thorn A's" foot is used as base, and another of "thorn B's" foot as the second level above the base.
4. Then it is thorn A's foot as base, thorn B's foot as a second layer of base then thorn A's other foot as 3<sup>rd</sup> level.

## **LABAY TUNGA**

Participants:

Game Mechanics:

1. Players should wear their assigned colour or uniform.
2. Players with injuries or easily suffer from Asthma attacks are asked to refrain from playing
3. In the event of serious injuries the referee has the right to postpone the game.

4.All disputes and misunderstandings should be settled with the referee.

5.Players are encouraged to have an extra t-shirt.6.Players who do not appear on time will automatically forfeit the game.

#### Mechanics

1.The same mechanics for dodge ball applies; (The offense team will try to hit the defence team,while the defence team will try to dodge the balls that the offense team will throw)

2.A toss coin will decide on which team plays on defence and on offense