Republic of the Philippines
Department of Education
REGION IV-A CALABARZON
SCHOOLS DIVISION OF BATANGAS

Advisory No. 256, s. 2026
November 12, 2026
In compliance with DepEd Order (DO) No. 8, s. 2013
this advisory is issued not for endorsement per DO 28, s. 2001,
but only for the information of DepEd officials,
personnel/staff, as well as the concerned public.
(Visit *www.deped.gov.ph*)

9TH NATIONAL PEACETIVAL OF TALENTS AND VALTUES (VALUES NAD VIRTUES)
THEME:
AGUHON: EMPOWERING TALENTS, STRENGHTENING VALUES, CULTIVATING PEACE IN THE AGE OF ARTIFICIAL INTELLIGENCE

This Office informs all concerned of the upcoming **9TH NATIONAL PEACETIVAL OF TALENTS AND VALTUES (VALUES AND VIRTUES)**, an activity organized by the **UNESCO-Asia-Pacific Network for International and Values Education-Philippines.**

The activity aims to provide a learner-centered platform for showcasing talents and creativity while promoting Filipino values, bullying and cyberbullying prevention, digital wellness, nonviolence, responsible use of artificial intelligence, and a culture of peace.

This Office interposes no objection provided that the participation of learners and teachers shall be purely voluntary and will not hamper instructional time in compliance with the provisions of DepEd Order No. 9, s. 2026 policy on the Three Term School Calendar particularly the observance of the instructional block and DO 9, s. 2005 titled Instituting Measures to Increase Engaged Time-on-Task and Ensuring Compliance Therewith and the policy on off-campus activities stated in DO 66, s. 2017. For the information and guidance of all concerned.

This is also subject to the no-collection policy as stated in Section 3 of Republic Act No. 5546 also known as An Act Prohibiting the Sale of Tickets and/or the Collection of Contributions for Whatever Project or Purpose from Students and Teachers of Public and Private Schools, Colleges and Universities (Ganzon Law), issued in DO 19, s. 2008, and reiterated in DepEd Memorandum No. 041, s. 2024.

For information and widest dissemination.

AJAE/ 9TH NATIONAL PEACETIVAL OF TALENTS AND VALTUES (VALUES NAD VIRTUES) THEME: AGUHON: EMPOWERING TALENTS, STRENGHTENING VALUES, CULTIVATING PEACE IN THE AGE OF ARTIFICIAL INTELLIGENCE/S2-115489/11/12/2026

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UNESCO- Asia-Pacific Network for International and Values Education

OCT 13 2026
82-115489

October 6, 2026

THE SCHOOLS DIVISION SUPERINTENDENT
Department of Education

Greetings of peace from APNIEVE-Philippines!

In celebration of Filipino Values Month pursuant to Presidential Proclamation No. 479, and in support of DepEd Order No. 010, s. 2024, APNIEVE-Philippines continues to promote the formation of learners who embody the Filipino core values of Maka-Diyos, Makatao, Makakalikasan, and Makabansa.

The continuing concerns on bullying among Filipino learners further emphasize the importance of strengthening values formation, responsible digital citizenship, respect, empathy, kindness, and peaceful relationships in schools. These concerns call for meaningful opportunities where learners can use their talents and voices to advocate for safe, inclusive, and values-driven learning environments.

In this regard, APNIEVE-Philippines will conduct the **9th NATIONAL PEACETIVAL OF TALENTS AND VALTUES (VALUES AND VIRTUES)** with the theme: **"AGUHON: Empowering Talents, Strengthening Values, Cultivating Peace in the Age of Artificial Intelligence." on December 05,2026 (Saturday).**

The Peacetival aims to provide a learner-centered platform for showcasing talents and creativity while promoting Filipino values, bullying and cyberbullying prevention, digital wellness, nonviolence, responsible use of artificial intelligence, and a culture of peace.

In view of the foregoing, we respectfully request the issuance of a memorandum and endorsement from your Office inviting students and coaches from public and private schools to participate in this meaningful national event.

We look forward to your continued support in our shared commitment to nurturing values-driven, responsible, and peace-loving Filipino learners.

Thank you very much.

Sincerely yours,

Floyd G. Aquino, EdD.
National Contest Organizer

Maria Lourdes Quisumbing-Baybay, PhD.
President
APNIEVE-Philippines

UNESCO- Asia-Pacific Network for International and Values Education

9th NATIONAL PEACETIVAL OF TALENTS AND VALTUES
(VALUES AND VIRTUES)
THEME:

AGUHON: EMPOWERING TALENTS, STRENGTHENING VALUES, CULTIVATING PEACE IN THE AGE OF ARTIFICIAL INTELLIGENCE

Rationale

The rapid advancement of artificial intelligence (AI), social media, and digital platforms has transformed how young people learn, communicate, create, and interact. While these technologies provide significant opportunities for learning, creativity, collaboration, and self-expression, schools continue to confront bullying, cyberbullying, conflict, aggression, and other forms of violence among learners, which may extend from physical school environments into digital spaces. The spread of misinformation and disinformation, harmful online content, online harassment, and irresponsible use of social media and emerging technologies may further contribute to misunderstanding, hostility, and behaviors that undermine human dignity, safety, and peaceful relationships. These realities underscore the need for schools to strengthen values and virtues formation, digital citizenship, media and information literacy, critical thinking, empathy, respect, discernment, and responsible decision-making, enabling learners to navigate both physical and digital environments with a strong moral and ethical compass.

The PISA 2022 and 2025 results collectively underscore the persistent and evolving challenge of bullying among Filipino learners, particularly as harmful behaviors increasingly extend into digital spaces. In PISA 2022, 43% of Filipino girls and 53% of Filipino boys reported experiencing bullying at least a few times a month, while 19% of students reported feeling unsafe in certain areas of their schools. By PISA 2025, 47% of Filipino 15-year-old students reported experiencing at least one form of bullying a few times a month or more, with the OECD noting that bullying prevalence in the Philippines had increased between the two assessment cycles. The digital dimension is equally concerning, as 14% of Filipino students reported that upsetting information about them had been posted online without their consent, compared with 3% across OECD countries. At the same time, 55% of Filipino students reported using AI chatbots for learning at least once a week, reflecting the growing influence of emerging technologies in learners' lives. Taken together, these findings emphasize that addressing bullying can no longer be confined to the physical school environment; it must also encompass cyberbullying, digital safety, and responsible technology use. This reinforces the need for sustained, learner-centered initiatives that strengthen respect, empathy, compassion, critical thinking, responsible digital citizenship, peaceful conflict resolution, and positive peer intervention, empowering young people to use their talents, voices, and digital influence to help create safer and more peaceful learning communities

The Peacetival is likewise anchored on Republic Act No. 11476, or the *Good Manners and Right Conduct and Values Education Act*, which institutionalizes GMRC and Values Education in the K to 12 curriculum. Consistent with the intent of the law, character-building and values-centered activities provide learners with authentic opportunities to translate moral

principles into concrete actions. Such experiences strengthen moral integrity, ethical decision-making, social responsibility, respect for others, and commitment to the common good qualities that are particularly important in preventing bullying, discrimination, aggression, and other behaviors that compromise safe and peaceful learning environments.

Furthermore, Presidential Proclamation No. 479, dated October 24, 1994, designates November as Filipino Values Month, emphasizing the importance of strengthening the moral foundations of the Filipino people through values and ideals that are pro-God, pro-people, pro-country, and pro-nature. The observance calls for the active participation of Filipinos in nation-building through the practical application of positive values in everyday life. In this context, the Peacetival provides learners with an avenue to demonstrate that Filipino values are not merely concepts to be learned but principles to be lived, expressed, shared, and transformed into positive action.

The initiative is also aligned with DepEd Order No. 010, s. 2024, or the *Policy Guidelines on the Implementation of the MATATAG Curriculum*, which provides the policy framework for the phased implementation of the MATATAG Curriculum from Kindergarten to Grade 10. The curriculum includes Good Manners and Right Conduct (GMRC) and Values Education (VE) and is complemented by co-curricular programs that provide opportunities to reinforce learning beyond formal classroom instruction. Through such experiences, learners can deepen the values and competencies needed to participate responsibly in their families, schools, communities, and increasingly digital society.

Central to the Peacetival is the holistic formation of learners who embody the core values of Maka-Diyos, Makatao, Makakalikasan, and Makabansa. In the context of bullying and violence prevention, these values find concrete expression when learners respect human dignity, demonstrate empathy toward others, stand against bullying and discrimination, communicate responsibly online, resolve disagreements peacefully, and support peers who may be vulnerable or marginalized. Values formation therefore becomes not only an educational objective but also an essential foundation for creating safe, inclusive, caring, and peace-oriented schools.

Ultimately, the 9th National Peacetival of Talents and ValTues seeks to move learners from awareness to advocacy and from values to action. Through their talents, voices, creativity, and responsible use of technology, young people are empowered to become partners in preventing bullying, cyberbullying, discrimination, harassment, and other forms of school violence. Guided by Aguhon—their moral compass of values and virtues—they can help build learning communities where technology serves humanity, differences are respected, conflicts are resolved peacefully, and every learner's dignity, safety, and well-being are upheld.

Objectives:

The 9th National Peacetival of Talents and Values (Values and Virtues) aims to:

1. Empower learners to showcase and develop their talents and creativity as meaningful avenues for expressing and promoting values, virtues, and a culture of peace.
2. Strengthen values formation and responsible digital citizenship by promoting respect, empathy, truth, critical thinking, ethical use of artificial intelligence, and responsible engagement with social media and digital platforms.
3. Cultivate a culture of peace and nonviolence by empowering learners to prevent and respond constructively to bullying, cyberbullying, misinformation, conflict, and other forms of violence in schools, communities, and digital spaces.

GENERAL GUIDELINES FOR PARTICIPANTS, COACHES, AND TRAINERS

1. Selection of Participants

To ensure a clear and systematic selection process, each Schools Division Office (SDO) is encouraged to conduct a Division-Level Peacetival or an appropriate division-level screening and selection process based on the prescribed mechanics and criteria. Each SDO may officially endorse one (1) entry per eligible level/category for each contest. An SDO may therefore participate in more than one contest and may submit separate entries for the levels/categories for which it is eligible. Where a division-level selection process is conducted, only the officially endorsed entry for each level/category shall advance to the National Peacetival.

2. Official Endorsement

All participants, coaches, and trainers must be officially endorsed by their respective School Heads and duly recommended by the Schools Division Superintendent or designated officer.

3. Parental Consent

Coaches and trainers are required to secure and submit signed parental consent forms for each student contestant under their supervision.

4. Adherence to Rules

All participants must strictly adhere to the contest guidelines, mechanics, and criteria for judging.

5. Anonymity of Entries

To ensure fairness and minimize bias during judging, entries must not contain information that identifies the participating school, Schools Division, or Region, including names, logos, seals, watermarks, IDs, identifiable uniform markings, banners, or institutional signage. Contest-required titles, captions, subtitles, advocacy statements, and other non-identifying text are permitted.

6. Elimination and Finals

An initial elimination round will be conducted. The top ten (10) entries per level/category will advance to the final round and will be announced on November 28, 2026 via Zoom. Elimination scores shall not be carried over to the final round. Finalists shall be re-evaluated using the official criteria for the category. All finalists are required to attend the Opening Program on December 5, 2026 (Saturday), at exactly 8:00 AM. Unless otherwise stated in the specific mechanics, the final round will use the submitted recorded entry; no new or live performance is required.

7. Online Registration
Participants must complete the official online registration form using the link to be provided by the organizers. All required information and supporting documents must be accurate and complete before submission.

8. No Registration Fee
Participation in all contest categories is free of charge. No registration or entry fees will be collected.

9. Submission Responsibility
Before uploading an entry, the coach/trainer must review the recorded video, file name, registration form, consent documents, and required declarations. The organizing committee shall acknowledge receipt of entries. If a file submitted on or before the deadline is corrupted or cannot be opened, the organizer may allow a one-time replacement of the same entry within the correction period communicated to the coach. No substantive editing or replacement of content shall be allowed after the deadline.

10. Inquiries and Assistance
For any concerns or clarifications, please contact the assigned focal person or contest coordinator for your specific category.

11. Certificates
All official participants shall receive a Digital Certificate of Participation. Top ten (10) finalists shall receive a Digital Certificate of Recognition as Finalist. Winners, coaches/trainers, and schools shall receive the corresponding Certificates of Recognition/Award indicated in the awards section.

12. Deadline for Submission
All entries must be submitted on or before November 21, 2026, at 11:59 PM Philippine Standard Time (PST). Late submissions shall not be entertained. The top ten (10) finalists per level/category will be announced on November 28, 2026.

13. Contact Information
Contact Number: 09277514909
Email: apnievecontest@gmail.com
Facebook Group
NATIONAL PEACETIVAL OF TALENTS AND VALTUES (OFFICIAL)
https://www.facebook.com/groups/124431232734064

14. General Technical Submission Requirements

Unless otherwise specified in the contest mechanics, recorded entries must be submitted in MP4 format and in a resolution suitable for clear judging. The prescribed orientation, duration, file-naming format, submission email, and other category-specific technical requirements must be followed. The organizing committee may request resubmission only when an on-time file is unreadable or corrupted, subject to the correction rule above.

15. Child Safeguarding, Privacy, and Publication Consent

For minor participants, the coach/trainer shall secure written parent/guardian consent covering participation, recording, judging, presentation during the event, and authorized educational or advocacy use of the submitted entry. Entries must not disclose confidential information, personal records, private communications, or identifying information relating to actual bullying cases. Organizers shall use participant information only for legitimate event

administration, judging, recognition, documentation, and authorized advocacy purposes.

16. Copyright and Intellectual Property

Participants must use original, royalty-free, public-domain, or properly licensed music, images, graphics, video clips, sound effects, scripts, and other third-party materials. Participants remain responsible for securing any required permissions. Participants retain ownership of their original work while granting APNIEVE-Philippines permission to display, reproduce, and share submitted entries for judging, event documentation, educational, and non-commercial advocacy purposes, with appropriate attribution where practicable.

17. Responsible Use of Artificial Intelligence

AI-assisted tools may be used for limited technical purposes such as captioning, spell-checking, noise reduction, audio enhancement, basic editing, and similar production support. The concept, advocacy message, script or interpretation, performance, and substantive creative work must primarily reflect the participants' own ideas and participation. Generative AI used to create substantial portions of scripts, images, video, voice, music, animation, or other creative content must be declared upon submission. Intentional non-disclosure or misrepresentation of substantial generative AI use may be grounds for disqualification.

Matrix of Contest Details

Contest/Activity	Date and Time	Level	Number of Participant/s	Number of Coach	Number of Trainer
Deadline of Submission of entries	November 21, 2026				
Announcement of top 10 finalist	November 28, 2026				
VALUE REALS	December 5, 2026 8:00 am to 12NN	JHS	10	1	1
		SHS	10	1	1
Sabayang Pagbigkas	December 5, 2026 8:00 am to 12:00nn	JHS	20-30	1	1
		SHS	20-30	1	1
Values TikTok Challenge	December 5, 2026 1:00-5:00 pm	Elementary	5	1	1
		JHS	5	1	1
		SHS	5	1	1
		Teaching/Non-teaching	5	1	1



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AWARDS

1st Place - Certificates of Recognition/Award for participants, coach, trainer, and school.
2nd Place - Certificates of Recognition/Award for participants, coach, trainer, and school.
3rd Place - Certificates of Recognition/Award for participants, coach, trainer, and school.
Top 10 Finalists (excluding 1st-3rd Place) - Certificates of Recognition as Finalist for participants, coach, and trainer.

Values TikTok Challenge

The Values TikTok Challenge is a dynamic short-form video competition that encourages students and school personnel to express and promote essential values through creative dance-based advocacy videos. Entries are not required to be publicly posted on TikTok or submitted through a personal TikTok account.

1. The contest shall have four (4) separate categories: Elementary, Junior High School (JHS), Senior High School (SHS), and Teaching/Non-Teaching Personnel. Student participants must be bona fide learners of public or private schools in their respective divisions; personnel participants must be currently employed in a public or private basic education school or office represented by the division.
2. Each Schools Division may submit one (1) official entry per eligible category. Contestants, coaches, and trainers must be duly endorsed by the Schools Division Superintendent or designated official using the prescribed registration form.
3. Each group shall create a vertical short-form dance video with a running time of forty-five (45) to sixty (60) seconds. The use of the TikTok application is optional. One (1) point shall be deducted from the final score for every second or fraction thereof below 45 seconds or beyond 60 seconds.
4. Each group will have a maximum of five (5) members.
5. The members can be composed of all males, all females, or any combination thereof.

6. The TikTok dance number must be accompanied by music that is related to the theme and should creatively promote the **Anti-Bullying Campaign**, highlighting messages of kindness, respect, inclusion, empathy, friendship, and a safe and supportive school environment.

7. The use of appropriate sound and clothing is mandatory. No profanity, inappropriate language, inappropriate skits, dance moves, appearances, gestures, or vulgar words will be tolerated.
8. The use of costumes and props is allowed.
9. The recorded video must be submitted to tiktokvalues2026@gmail.com on or before November 21, 2026, at 11:59 PM PST. File name: Region_Division_School_Level-or-Category (Example: R3_Olongapo_GORDON HEIGHTS NATIONAL HIGH SCHOOL_JHS).

10. The decisions of the Board of Judges and the Technical Committee shall be final, irrevocable, and non-appealable.

Criteria for Judging

Relevance to the Theme (40%): This criterion evaluates how closely the entry adheres to and reflects the given theme. The content should clearly and effectively convey the theme, demonstrating a strong connection between the concept and the overall message.

Creativity and Execution (30%): This assesses the originality of the idea and how creatively it is brought to life. Judges will consider the uniqueness of the concept and the effectiveness of its execution, including the use of visuals, storytelling, and artistic elements to create a compelling entry.

Message (20%): This criterion focuses on the clarity and impact of the message conveyed through the entry. The message should be thought-provoking, meaningful, and resonate with the audience, leaving a lasting impression.

Transitions/Effects (10%): This evaluates the smoothness and effectiveness of transitions and effects used in the entry. Judges will look for seamless editing, appropriate use of effects, and how well these elements enhance the overall quality and flow of the presentation.

Sabayang Pagbigkas

The Sabayang Pagbigkas via Recorded Video is a contest that celebrates the art of choral speaking. This competition invites students to perform a coordinated, expressive recitation of a selected piece, showcasing their ability to deliver a powerful and harmonious group performance.

1. All participants must be bona fide students of public and private Junior High Schools (JHS) and Senior High Schools (SHS) in their respective divisions.
2. Contestants, coaches, and trainers must be duly endorsed by their respective Schools Division Superintendents using the provided registration form. Strictly one (1) representative/group per level—JHS and SHS—may represent each division.
3. There shall be separate official contest pieces for the Junior High School (JHS) and Senior High School (SHS) levels. Participants must perform only the contest piece officially designated for their respective level.
4. Misrepresentation of a participant's level is strictly prohibited. A Junior High School student may not participate as a Senior High School contestant, and a Senior High School student may not participate as a Junior High School contestant. Any group found to have a participant competing under the wrong level shall be disqualified.
5. Each group must have a minimum of twenty (20) and a maximum of thirty (30) student-performers. Props personnel, technical staff, coaches, trainers, and other non-performing support personnel shall not be included in the required number of participants and shall not be considered part of the competing group.
6. The official contest piece assigned to each level must be delivered within seven (7) to ten (10) minutes, including the group's entrance and exit. One (1) point shall be deducted from the final score for every thirty (30) seconds

or fraction thereof below seven (7) minutes or beyond ten (10) minutes. There will be no live performance during the event; the submitted recorded entry shall be used for judging.

7. The use of lights, sounds, props, and other digital gadgets is allowed. The killing or harming of animals and the use of indecent movements are strictly prohibited. Any language used in the performance must adhere to accepted standards of decency and propriety.
8. The recorded video must be submitted through sabayangpagbigkas2026@gmail.com on or before November 21, 2026, at 11:59 PM PST. File name: Region_Division_School_Level (Example: R3_Olongapo_GORDON HEIGHTS NATIONAL HIGH SCHOOL_JHS).
9. The decisions of the Board of Judges and the Technical Committee shall be final, irrevocable, and non-appealable.

Criteria for Judging

• **Interpretation (way the piece is internalized & presented) - 30%**
This refers to how well the performer understands and conveys the deeper meaning or message of the piece. It evaluates the emotional connection and the performer's ability to express the essence of the character or story. The piece should feel natural and authentic, as if the performer truly embodies the role.

• **Delivery (quality of voice, fluency, pronunciation, blending & harmony)** - 30%
This measures the technical aspects of the performance, focusing on how the voice is used to deliver the lines. The quality of articulation, fluency in speech, correct pronunciation, and smoothness in blending lines are crucial. For group performances, harmony and coordination in delivering the piece are also considered.

• **Stage Presence - 20%**
This focuses on how comfortable and confident the performer is on stage. Stage presence includes good posture, appropriate gestures, and effective use of eye contact to engage the audience. The performer's ability to make an emotional impact or leave a lasting impression on the audience is a key aspect of this criterion.

• **Costume & Sound Effects (attire is related to concept, sound production)** - 10%
This evaluates how well the costume and sound effects enhance the performance and align with the overall theme or concept. The attire should reflect the character or mood of the piece, and any sound effects should complement the atmosphere and emotional tone of the performance.

• **Creativity & Originality (innovation and uniqueness in presentation)** - 10%
This evaluates the performer's ability to bring fresh and original elements to the presentation. It looks at how creatively the piece is performed, whether through unique gestures, innovative use of space, or imaginative interpretations that set the performance apart from others. This category rewards performers who take risks to add a personal or distinctive flair to their work.



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VALUEREALS

1. The contest is open to bona fide students of public and private Junior High Schools (JHS) and Senior High Schools (SHS) in their respective Schools Divisions. JHS and SHS participants shall compete in their respective levels/categories.

2. Each Schools Division may submit one (1) official VALUE REALS entry per level—one (1) for Junior High School and one (1) for Senior High School. All entries must be duly endorsed by the respective Schools Division Superintendent using the prescribed registration form.

3. The VALUE REALS entry must serve as a creative anti-bullying advocacy campaign that promotes respect, empathy, kindness, inclusion, responsible behavior, and a safe and supportive school environment.

4. The reel must clearly communicate an anti-bullying message and may highlight one or more of the following:

- prevention of bullying and peer violence;
- respect for individual differences;
- kindness, empathy, and inclusion;
- responsible bystander behavior and helping others seek appropriate support;
- responsible use of social media and prevention of cyberbullying;
- positive peer relationships;
- peaceful and respectful conflict resolution; and
- promotion of Filipino values and good character.

5. The concept, storyline, advocacy message, narration, and overall presentation must be originally developed for the competition. Entries must not copy or substantially reproduce previously published campaigns, advertisements, videos, social-media content, or other contestants' work.

6. The entry must be presented in a vertical reel format (9:16) suitable for social-media viewing. The video must have a maximum running time of one (1) minute and thirty (30) seconds, including opening and closing credits.

7. The VALUE REALS entry may use Filipino, English, or any local language/dialect appropriate to the participants' community and cultural context. Entries that use a local language/dialect, or any dialogue or narration that may not be readily understood by the general audience, must provide clear and accurate English subtitles throughout the relevant portions of the video. Subtitles must be readable, properly synchronized, and must not obstruct important visual elements.

8. Each entry may involve a maximum of ten (10) student participants, including performers, narrators, and student production members. Coaches, advisers, teachers, and other adults may provide appropriate guidance and supervision but must not appear as performers or create the students' performance for them.

9. The words "Anti-Bullying" or an unmistakable anti-bullying advocacy message must be clearly communicated in the reel. The ending must contain

a clear and meaningful call to action encouraging learners to help create a safe, respectful, inclusive, and bullying-free school community.

10. Bullying may be represented only when necessary to communicate the advocacy message. Entries must avoid humiliating, degrading, discriminatory, excessively violent, or otherwise harmful portrayals. The primary emphasis of the VALUE REALS entry must be on prevention, positive intervention, support, values formation, and constructive action.

11. Actual incidents of bullying involving identifiable learners must not be reenacted, disclosed, or presented without appropriate authorization. Real names, confidential information, private conversations, photographs, personal records, or other identifying information of actual persons involved in bullying cases must not be used.

12. Background music, sound effects, graphics, photographs, video clips, and other digital materials may be used, provided that their use complies with applicable copyright and intellectual property requirements. Original, royalty-free, or properly licensed materials are strongly encouraged. Video editing, transitions, captions, animation, filters, visual effects, and other digital production techniques are allowed, provided that these enhance rather than overpower the values-centered and anti-bullying advocacy message of the entry.

13. The Responsible Use of Artificial Intelligence provisions in the General Guidelines shall apply to VALUE REALS. Any substantial use of generative AI must be declared upon submission.

14. Each VALUE REALS entry must conclude with the official advocacy statement:*"AKO'Y MABUTI, PASS TAYO SA BULLY!"*The statement must be clearly visible and/or audibly delivered at the end of the video.

15. The recorded video must be submitted through valuereals2026@gmail.com on or before November 21, 2026, at 11:59 PM PST. File name: Region_Division_School_Level_VALUEREALS.
Example: R3_Olongapo_GORDON HEIGHTS NATIONAL HIGH SCHOOL_JHS_VALUEREALS

16. An entry may be disqualified for any of the following:

- misrepresentation of the participants' school or grade-level category;
- submission of plagiarized or substantially copied content;
- use of inappropriate, discriminatory, indecent, or seriously harmful content;
- disclosure of confidential or identifying information involving actual bullying cases;
- failure to comply with the prescribed video format, duration, or other major contest requirements;
- failure to provide the required subtitles when applicable; or

intentional non-disclosure or misrepresentation of substantial generative AI use;

- other serious violations of the official contest mechanics.

Criteria for Judging

Criteria	Percentage
Anti-Bullying Advocacy Message and Values Integration	30%
Creativity, Originality, and Concept	25%
Impact and Effectiveness of the Call to Action	20%
Storytelling and Overall Presentation	15%
Technical Quality	10%
TOTAL	100%

17. The decisions of the Board of Judges and the Technical Committee shall be final, irrevocable, and non-appealable.

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CONTEST PIECE FOR SABAYANG PAGBIKAS ON THE 9TH NATIONAL PEACETIVAL OF TALENTS AND VALTUES 2026

CONTEST PIECE FOR JUNIOR HIGH SCHOOL

AGUHON NG MABUTING TAO

FLOYD G. AQUINO

1. A.I.! A.I.! HATID NGA BA AY BAGONG PAGKAKATAON,
KAALAMANG SUMASABAY SA TAKBO NG PANAHON;
SA BAWAT PAGLIKHA, MAY KAALINSABAY NA HAMON,
KABUTIHAN BA ANG GABAY SA BAWAT AKSIYON?

2. SA SILID-ARALAN, TEKNOLOHIYA'Y GAMITING MAAYOS,
TUMUKLAS, LUMIKHA, AT MATUTONG MAY LAYON;
SA BAWAT PAGGAMIT, PANANAGUTAN AY PAIRALIN,
AT KAPAKANAN NG KAPUWA ANG LAGING ISIPIN.

3."BIRO LANG!" ANG KATWIRAN SA SALITANG MAPANAKIT,
PANLALAIT AT PANG-IINSULTO SA DAMDAMI'Y KUMAKAPIT;
BERBAL NA PAMBUBULLY, HUWAG GAWING ALIWAN,
BAWAT SALITANG BIBITAWAN AY DAPAT PAG-INGATAN.

4.PANUNULAK AT PANANAKIT AY HINDI KATAPANGAN,
PANGGIGIPIT AT PANANAKOT AY HINDI KALAKASAN;
PISIKAL NA PAMBUBULLY AY DAPAT NANG WAKASAN,
KAMAY AY GAMITIN SA PAGDAMAY, HINDI SA KARAHASAN.

5. MAY SADYANG IBINUBUKOD, INIIWASAN, INIIWAN,
MAY BULUNG-BULUNGAN AT PANGALANG SINISIRAAN;
SOSYAL NA PAMBUBULLY AY HUWAG PAHINTULUTAN,
BAWAT ISA'Y MAY KARAPATANG MAPABILANG AT IGALANG.

6. CLICK! POST! SHARE! ISANG SAGLIT, MABILIS KUMALAT,
MAPANIRANG MENSAHE SA SCREEN AY AGAD KUMAKALAT;
SA CYBERBULLYING, HUWAG MAKISABAY SA PANLILIBAK
SA LIKOD MAN NG SCREEN, MAY PUSONG MAAARING MAWASAK

7. LARAWANG BINAGO UPANG KAPUWA'Y PAHIYAIN,
PEKENG NILALAMAN UPANG PANGALAN AY SIRAIN;
KAKAYAHAN NG A.I. AY ILAGAY SA KABUTIHAN,
LUMIKHA NANG MAY GALANG, MALASAKIT, AT PANANAGUTAN.

8.SA BAWAT PAGPILI, MAY HALAGANG PINANGHAHAWAKAN,
SA BAWAT PAGKILOS, MAY KAPUWANG ISINASAALANG-ALANG;
KONSENSIYA ANG AGUHON KAPAG LANDAS AY MALABO,
SUNDAN ANG TANGLAW TUNGO SA DAAN NG ISANG MABUTING TAO.

9. KUNG MAY INAAPI, HUWAG MAGING TAHIMIK NA SAKSI,
LUMAPIT, UMALALAY, AT SA KABUTIHA'Y MAKIBAHAGI;

HUMINGI NG TULONG KUNG KINAKAILANGAN,
MAGING TINIG NG KAPUWANG NANGANGAILANGAN NG KALINGA AT KANLUNGAN.

10. PAARALAN AY TAHANAN NG PANGARAP AT PAGKATUTO,
WALANG LUGAR ANG ANUMANG URI NG KARAHASAN DITO
GURO, MAGULANG, MAG-AARAL AT BUONG BAYAN
SAMA-SAMANG KUMILOS,UPANG PAGGALANG
AT MALASAKIT SA PUSO ISIPAN AY TUMAGOS

11. SA HARAP NG PANG-AAPI, KAYA MO BANG MANINDIGAN?
SA KAPUWANG NASASAKTAN, KAYA MO BANG UMALALAY?
KUNG KABUTIHAN ANG AGUHON SA BAWAT PAGLALAKBAY,
ANONG LEGASIYA ANG IIWAN MO UPANG MAALA KA HABANG BUHAY?

12. SA GITNA NG PAGBABAGO, KABUTIHAN ANG TAHAKIN,
DANGAL, MALASAKIT, AT PAGGALANG AY YAKAPIN;
SA SALITA AT GAWA, DIGNIDAD AY PATATAGIN,
MAGING MABUTING TAO AT KABUTIHAN ANG PALAGING PILIIN!

PILIPINO AKO, AGUHON KO ANG PAGIGING MABUTING TAO!



SENIOR HIGH SCHOOL LEVEL

A. I PILIPINAS
FLOYD G. AQUINO

1.NASAAN NA ANG TUNAY NA PILIPINO?
NA SA GITNA NG KARAHASAN AT KASINUNGALINGAN
GINAGAWANG AGUHON AT SANDIGAN
ANG KATOTOHANAN AT KAPAYAPAAN

2.NGUNIT UMUSAD ANG MUNDO, NAGBABAGO ANG PANAHON;
BAGONG TEKNOLOHIYA'Y HUMAHAMON SA BAWAT HENERASYON.
ARTIFICIAL INTELLIGENCE—BAGONG KASANGKAPAN;
KAAGAPAY BA NG TAO O SUMPA SA SANGKATAUHAN?

3.A.I.! A.I.! SIGAW NG MAKABAGONG PANAHON!
MABILIS SUMAGOT! MABILIS MAGPROSESO!
NGUNIT SA DAMI NG DATOS NA KAYANG IPAKITA,
TUNAY NGA BANG KATOTOHANAN ANG LAHAT NG NABABASA?

4.SA BILIS NG TUGON, ISIP AY NATUTUKSO;
PAGKAMALIKHAIN, SIPAG, AT TIYAGA'Y TILA BA NAGLALAHO.
KAPAG A.I. NA LAMANG ANG LAGING INAASAHAN,
UNTI-UNTING NANGHIHINA ANG SARILING KAKAYAHAN.

5.NGUNIT ANG KARUNUNGAN AY HINDI MINAMADALI;
ITO'Y HINUHUBOG NG TIYAGA AT PAGPUPUNYAGI.
A.I. AY GABAY SA PAG-AARAL AT PANANALIKSIK;
NGUNIT HUWAG MAGPAALIPIN, HUWAG MAGPASIIL.

6.KAPAG MALING BALITA ANG SIYANG PINANIWALAAN,
PAMILYA'Y NAG-AAWAY, LIPUNA'Y NAGHIHIWALAY.
BANSA'Y HINDI UUNLAD SA KASINUNGALINGAN;
KAYA MAG-INGAT SA BAWAT IMPORMASYONG PINAGMUMULAN.

7.HINDI LAHAT NG IBINIBIGAY NG A.I. AY DAPAT TANGGAPIN;
HINDI LAHAT NG NABABASA'Y DAPAT YAKAPIN.
MAGSURI, MAGTANONG, AT TIMBANGIN ANG BAWAT DATOS;
KATOTOHANA'Y MAKIKITA SA MAINGAT NA PAGHATOL.

8.NGUNIT MAS NAKATATAKOT ANG ISANG URI NG A.I.;
ANG TAONG SARILING ISIP AY KUSA NANG ISINUSUKO.
KAPAG ANG KONSENSIYA'Y TUMAHIMIK AT KATWIRA'Y NAGLALAHO,
KAHIT WALANG MAKINA—ANG TAO MISMO ANG NAGIGING A.I.

9.ANG TUNAY NA PILIPINO MARUNONG MAGSURI;
KATOTOHANA'Y PINIPILI, HINDI BASTA NAKIKIAYON LAGI.
A.I. AY KASANGKAPAN, HINDI PANGINOON NG ISIPAN;
DAHIL ISIP, PUSO, AT DANGAL ANG YAMAN NG SAMBAYANAN.

10. HINDI KAILANMAN MAPAPALITAN NG A.I. ANG PILIPINO!
MAY DATOS ANG A.I., NGUNIT MAY DANGAL ANG PILIPINO!

MAY LOHIKA ANG A.I., NGUNIT MAY PUSO ANG PILIPINO!
MAY BILIS ANG A.I., NGUNIT MAY KONSENSIYA ANG PILIPINO!
MAY IMPORMASYON ANG A.I., NGUNIT MAY KARUNUNGAN ANG PILIPINO!
MAY PROMPT ANG A.I., NGUNIT MAY PAGMAMAHAL ANG PILIPINO!

KAYA ANG TUNAY NA A.I. AY HINDI LAMANG ARTIFICIAL INTELLIGENCE

ANG TUNAY NA A.I. NG PILIPINAS AY

AKO!

IKAW!

PILIPINAS!

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