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Republic of the Philippines
Department of Education
REGION XI
SCHOOLS DIVISION OF PANABO CITY

Office of the Schools Division Superintendent

DIVISION MEMORANDUM

CID-2025-0639

To : Assistant Schools Division Superintendent
Chief, Curriculum Implementation Division
Chief, Schools Governance Operations Division
ALS, Education Program Supervisor
Education Program Specialists II
Selected ALS Teachers
Selected ALS Learners

Subject : **ATTENDANCE AND PARTICIPATION ON THE CONDUCT OF INCLUSIVE DAY CELEBRATION**

Date : November 3, 2025

Herewith is Regional Memorandum Nos. CLMD-2025-574 re: **Utilization of ALS Program Support Fund (PSF) for the Inclusive Day Celebration**, and CLMD-2025-620 dated October 28, 2025, regarding the **Attendance and Participation on the Conduct of Inclusive Education Day Celebration on November 17-19, 2025**, at Davao del Norte Division.

Please see attachment for the list of participants.

Travel, food and incidental expenses of the participants shall be charged against ALS Program Support Funds downloaded to this Division, subject to the usual government accounting and auditing rules and regulations.

All other details pertinent to this Memorandum are found in the enclosure.

Please be guided accordingly.


JINKY B. FIRMAN PhD, CESO VI
Schools Division Superintendent

RELEASED 

NOV 04 2025

RECORDS SECTION, SDO PANABO CITY
BY 



Schools Division Office of Panabo City
City Hall Compound, Km 31, Panabo City
Telephone No: (084) 823-1469
Email: panabocity.division@deped.gov.ph

DepEd Panabo
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providing quality education, MATATAG for all.

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Panabo City



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LIST OF PARTICIPANTS

EVENTS	Level of Literacy	Learner's Name	TWG Per District
Spelling Bee	Elem.	Catriah T. Dulay	Panabo Central: Grace Leonor R. Pojas Jade L. Remolado
	JHS	Vaughn Charlie Landicho	
Essay Writing	Elem. (Filipino)	Arwen Casio	Panabo North: Aileen C. Dujali Lyndie Amyvil M. Fiel
	JHS (English)	Audrey Nichole Paalisbo	
	Elem.	John Carl Bangot	
	JHS	Evekyzer Cabrera	
Quiz (SciMath)	Elem.	Halid Mushin Pandaag	Panabo South I: Celeste A. Corlet Janelle I. Donayre
	JHS	James Anthony Navarro Silay	
Scrabble	Elem.	Marian Joy S. Libadisos	Panabo South II: Aneriam C. Ramos Florie Fe B. Melendres
	JHS	Lily Ann M. Ramirez	
Sabayang Pagbigkas	Elem./JHS	1. Arwin Estribor 2. Rey Mark Bautista 3. J-three Garaygay 4. Jeseil Cajaro 5. Princess D. Agpalza	
Story Retelling	JHS	Marlon Bebillo	
IP Tribal Presentation	JHS	Irish B. Mandal	
EPS, ALS	Jaime C. Carlom		
EPSA	Joy S. Magno Rosebeth C. Candelasa		
Medical Team	2 Nurses		

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REGIONAL MEMORANDUM
CLMD-2025-620

October 28, 2025

NEW SCHEDULE OF THE INCLUSIVE EDUCATION CELEBRATION

To: Schools Division Superintendents
Chief Education Supervisor
Curriculum and Learning Management Division

1. With reference to the Regional Memorandum CLMD-2025-587, on the Postponement of Conduct of Inclusive Education Celebration last October 15-17, 2025 at Sto. Tomas National High School, this Office informs the new schedule of the activity on **November 17-19, 2025**.
2. Arrival of participants will be on November 17, 2021 (Day 0).
3. Immediate dissemination of this Memorandum to the concerned is desired.

ALLAN G. FARNAZO
Director

ZOCW/Hed



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**GUIDELINES ON THE ALS EVENTS FOR THE REGIONAL
INCLUSIVE EDUCATION COMPETITION**

Venue: Sto. Tomas National High School, Sto. Tomas, Davao Del Norte

Theme: "Education for All: Celebrating Diversity, Embracing Inclusion"

Date: October 15-17, 2025

Objectives:

1. To promote inclusive participation of learners through academic and literary contests.
2. To showcase the talents and skills of learners with diverse backgrounds and abilities.
3. To foster teamwork, camaraderie, and appreciation for inclusive education.

I. Preparatory Phase

- Identify eligible ALS Learner participants for the identified events

Contest/ Events	Levels of Literacy	No. of Contestant/S	In-Charge Preparation and Mechanics	Coordinators of the Contest
PART I - SIMULTANEOUS CONDUCT OF CONTEST/EVENTS (October 16, 2025, 1:00-3:00 PM)				
1. Spelling Bee	EL	1	Davao del Sur	Davao City
	JHS	1		IGACOS
2. Essay Writing	EL (Filipino)	1	Digos City	Digos City
	JHS (English)	1		
3. Word Factory	EL	1	Davao del Sur	Davao Oriental
	JHS	1		
4. Quiz Bee (SciMath)	EL	1	Panabo City	Panabo City
	JHS	1		Tagum City
5. Scrabble	EL	1	Digos City	Davao de Oro
	JHS	1		Davao del Norte
6. Sabayang Bigkas	EL/JHS	5	Panabo City	Davao Occidental
7. Story Retelling	JHS (Filipino)	1	Davao del Sur	Davao del Sur
PART II - CLOSING PROGRAM (3:00-5:00 PM)				
IP Tribal Presentation	EL/JHS	3-5	Davao Occidental	Mati City
Total No. of Pax		21		

II. Logistics and Resources (In-charge - Davao del Norte Division ALS Implementers)

A. Venue preparation

- Secure venue (covered court / multipurpose hall / classrooms).
- Prepare sound system, tables, chairs, projector (for Quiz Bee), microphones.
- Organize marshall and time keepers

B. Certificate and prizes

- Print contest guidelines, score sheets, certificates of recognition, and evaluation forms.
- Prepare (medals, certificates of recognition, tokens and plaques).

III. Implementation Phase (Program Proper - October 16, 2025)

A. Grand Opening Program for the Regional Inclusive Education Celebration (8:00 AM - 12:00 NN)



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B. Contest Proper (1:00-3:00 PM)

PART I - SIMULTANEOUS (1:00- 3:00 PM)		
EVENTS	LEVEL	Venue
1. Spelling Bee	EL	Room No. 1
	JHS	Room No. 2
2. Essay Writing	EL (Filipino)	Room No. 3
	JHS (English)	
3. Word Factory	EL	Room No. 4
	JHS	
4. Quiz Bee (Sci-Math)	EL	Room No. 5
	JHS	Room No. 6
5. Scrabble	EL	Room No. 7
	JHS	
6. Sabayang Bigkas	EL/JHS	Gym
7. Story Retelling	JHS (Filipino)	Gym
PART II - CLOSING PROGRAM (3:00- 5:00 PM)		
IP Tribal Presentation	EL/JHS	Gym

IV. Closing Program - In-Charge - Host Davao del Norte Division

- Preliminaries (Time: 3:00 PM-6:00 PM)
- Opening Salvo Tribal Presentation of the IP Learners of 11 Divisions
- Part II - Contest Sabayang Pagbigkas and Contest Story Retelling
- Awarding of winners, distribution of certificates and Photo Opportunity
- Closing Message - Dr. Maricel S. Langahid
- Community Singing - "Isang Lahi" / "Ako ay Pilipino" (optional)

C. Post-Implementation Phase

Evaluation Meeting - Committee discusses strengths, opportunities and areas for improvement.

Documentation - Photos, videos, attendance, and reports compiled/consolidated for submission.

Submission of Accomplishment Report - To Regional Office, copy furnished Host Division Davao Del Norte.

MECHANICS OF VARIOUS EVENTS
Contest Event No. 1 - Spelling Bee

Mechanics:

Accreditation and Equivalency (A&E) Elementary and Junior High School Levels

A. Eligibility

Each Division shall send **one (1) officially enrolled learner** per level:

- **Elementary Level (A&E)**
- **Junior High School Level (A&E)** Learners must be registered in the Learner Information System (LIS) for School Year 2025–2026.

B. Objectives

The Written Spelling Bee Competition aims to:

- Strengthen learners' vocabulary and spelling proficiency
- Build confidence in written communication
- Enhance listening and concentration skills
- Promote academic excellence among ALS learners

C. Skills Developed

- Communication, Confidence, Critical Thinking, and Information Literacy



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D. Competition Guidelines

- The competition will be conducted **in written format**. Participants will write the correct spelling of the given word on paper.
- Words will be selected based on the learners' level and aligned with ALS learning strands.
- The examiner will pronounce the word, use it in a sentence, and repeat the word.
- Participants may request the word to be repeated or used in a sentence **once only**.
- Learners must write the word **clearly and correctly**, following standard Filipino or English spelling conventions, depending on the round.
- **Coaching or prompting from the audience is strictly prohibited.**
- The contest will have three (3) main rounds: Easy, Average, and Difficult.
- In case of a tie after the Difficult Round, a Clincher Round will be conducted.

E. Time Allocation

- Participants must begin writing the word **within 10 seconds** after it is given.
- The spelling must be completed **within 30 seconds**.

F. Correct answers will be given points according to the round's point value:

Easy - 1 point, Average - 2 points, Difficult - 3 points, Clincher - 4 points

- After each round, scores will be tallied and announced.
- In case of a tie after the Difficult Round, contestants involved will proceed to the Clincher Round.
- In the clincher round, each correct answer earns 4 points until the tie is broken.
- The contestant with the highest total score at the end of the Difficult Round is declared the Champion.
- If a tie exists, the Clincher Round will determine the final ranking.

G. Materials and Equipment

- Cut-out cartolina and pentel pen
- Word list and sentence guide for the examiner
- Timer or stopwatch
- Tables and chairs for judges and participants
- Score sheets and evaluation forms

Contest of Event No. 2 - Essay Writing Contest

Mechanics:

Event Title	Pagsulat ng Sanaysay/Essay Writing	
Participant/s	2 learner-participants per division - 1 for Elementary Level and 1 for Junior High School Level	
Time Allotment	30 minutes	
21st Century Skills	Creativity, Communication, Critical Thinking, Initiative	
Description	Pagsulat ng Sanaysay/Essay Writing is a Literacy event for ALS Accreditation and Equivalency learners where they can express their view on a given theme.	
Criteria for Presentation	Criteria Topic Relatedness Provides a logical and clear progression of ideas between paragraphs. Illustrate and support key points. Development of Idea and Details	Percentage 35% 40%



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	Articulate ideas and arguments clearly. Provides details to ensure reader understanding. Presents clear alignment between the main argument and content.		
	Grammar and Mechanics Grammar, Punctuation, Spelling, Proper Capitalization.	25 %	
	Total	100%	
Event Rules and Mechanics	<ul style="list-style-type: none"> Only one (1) learner-participant from the A&E Elementary Level and one (1) from the JHS Level per division is allowed to participate. Each learner-participant must be officially enrolled in the Learner Information System (LIS) for School Year 2025–2026. The essay must consist of three (3) to five (5) paragraphs, with at least three (3) sentences per paragraph. Essays for the Elementary Level must be written in Filipino. Essays for the Junior High School Level must be written in English. The theme or topic will be provided by the Technical Working Group (TWG). Participants will be given 30 minutes to write their essay and must submit their output immediately after the allotted time. Plagiarism is strictly prohibited. Writing materials will be provided. 		
Resources/Equipment	Writing paper and pen Tables and chairs for the participants		

Contest Event No. 3 - Word Factory

Mechanics:

A. Participants

Group 1: One (1) A&E Elementary Level learner per Division
Group 2: One (1) A&E JHS learner per Division

B. Time Allotment: 3 rounds × 3 minutes per round

C. 21st Century Skills: Critical Thinking, Communication, Vocabulary Development, Focus

D. Rules:

- Only one (1) A&E Elementary Level learner per Division may participate.
- Participants must be officially enrolled in the Learner Information System (LIS) for School Year 2025–2026.
- A Word Factory board will be used, containing a grid of randomized letters.
- Each round lasts for **3 minutes**. Participants must form and write down as many valid English words as possible using adjacent letters.
- Words must be at least 3 letters long and must not repeat within the same round.
- Use of dictionaries, mobile phones, or reference materials during the contest is strictly prohibited.
- Judges will validate words based on spelling, meaning, and appropriateness.
- SCORING:** In the scoring phase, each player reads off his or her list of discovered words. If two or more players wrote the same word, it is removed from all players' lists. Any player may challenge the validity of a word, in which case a previously nominated dictionary is used to verify or refute it.
- For all words remaining after duplicates have been eliminated, points are awarded based on the length of the word. The winner is the player whose point total is highest, with any ties typically broken by count of long words. One cube is printed with "Qu." This is because Q is nearly always followed by U in English words (see exceptions), and if there were a Q



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in Boggle, it would be challenging to use if a U did not, by chance, appear next to it. For the purposes of scoring Qu counts as two letters: squid would score two points (for a five-letter word) despite being formed from a chain of only four cubes.

NO OF LETTER POINTS						
No of letter	3	4	5	6	7	8 or more
Points	1	1	2	3	5	11

- **TYPES OF WORDS ALLOWED:** Any words (noun, verb, adjective, adverb, etc.), plural of, form of, or tense is acceptable as long as it can be found in a standard English dictionary (Scrabble dictionary is also applicable) Proper nouns (Smith, Ohio, France, etc.) are NOT allowed. Words within words are also permissible: spare, spa, par, are, spar, pare.
- **The final score will be the total from all three rounds, based on the highest number of score.**

Resources/Equipment

- Word Factory board (physical tiles), Paper and pencil for each participant, Timer or stopwatch, Score sheets for judges, and Dictionary (for validation use by judges only).

Contest Event No. 4 - Quiz Bee (Math & Science)

Mechanics:

A. Eligibility and Participants

1. The contest is open to 2025-2026 ALS A&E Elementary and Junior High School learners.
2. Each Division must send two (2) participants, one (1) for Elementary and one (1) for Junior School Levels.

B. Contest Coverage and Rounds

3. Questions will cover both Science and Mathematics, focusing on real-life situations and aligned with the ALS competencies.
4. The contest will have three (3) main rounds: Easy, Average, and Difficult.
5. In case of a tie after the Difficult Round, a Clincher Round will be conducted.

C. Contest Rules

6. Each contestant will be provided with a bond paper and pen by the TWG.
7. The quiz master will read each question twice before giving the "Go" signal.
8. Contestants may start writing only after the "Go" signal. If a contestant writes before the "Go" signal, the answer is automatically disqualified for that item.
9. Answers must be written clearly and completely within the time limit given.
10. Contestants are allowed to make erasures, provided it is done within the allotted time for that question.

D. Scoring System

11. Correct answers will be given points according to the round's point value:
 - Easy - 1 point, Average - 2 points, Difficult - 3 points, and Clincher - 4 points
12. After each round, scores will be tallied and announced.
13. In case of a tie after the Difficult Round, contestants involved will proceed to the Clincher Round.
14. In the clincher round, each correct answer earns 4 points until the tie is broken.
15. The contestant with the highest total score at the end of the Difficult Round is declared the Champion.
16. If a tie exists, the Clincher Round will determine the final ranking.

E. Distribution of Questions and Points

17. Each division shall prepare questions based on the table below:



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Round	Points per Round	No. of Question per Round		Total Questions to be used	Total Possible Score		
		Science	Math		Science	Math	Total Score
Easy round	1 pt.	5	5	10	5	5	10
Average round	2 pts.	5	5	10	10	10	20
Difficult round	3 pts.	5	5	10	15	15	30
Clincher	4 pts.						
Total		15	15	30	30	30	60

Criteria per Round – Based on Bloom’s Taxonomy

Easy Round (Knowledge Level)

- The focus for this round is **Remembering**, which involves recalling facts and basic concepts.
- Questions must be in the form of Multiple Choice.

2. Average Round (Comprehension/Application Level)

- The focus for this round is **Understanding and Applying**, which involves interpreting knowledge and using it in simple contexts.
- Questions should be made in a way that the learner gives the answer.

3. Difficult Round (Analysis/Synthesis/Evaluation Level)

- The focus for this round is **Analyzing, Evaluating, and Creating**, which involves higher-order reasoning and problem-solving.
- Questions should be made in a way that the learner answers and shows how the solution was obtained.

4. Clincher Round (Tie-breaker)

- The focus for this round is **Applying and Analyzing**, which involves accuracy and critical thinking under pressure.

Contest Event No. 5 – Scrabble

Mechanics:

A. Participants: ALS Elementary/ALS JHS learner officially enrolled in the LIS S.Y. 2024-2025

Group 1: One (1) A&E Elementary Level learner per Division

Group 2: One (1) A&E JHS learner per Division

B. Time Allotment: 3 rounds × 3 minutes per round

C. 21st Century Skills: Critical Thinking, Communication, Vocabulary Development, Focus

D. Rules:

- Pairing should be draw lots (11 participants, 3 boards).
- The winner in each board will proceed to championship round.

The objective is to attain the highest score possible using combinations of letters to form words noting that all the letters placed on the board have different values for computation. Below are the point values for each letter that is used in a Scrabble game.

0 point	Blank tile	4 points	F. H. V. W and Y
1 point	A. E. I. L. N. O, R. S, T and U	5 points	K
2 points	D and G	8 points	J and X
3 points	B. C. M and P	10 points	Q and Z

- When looking at the board, players will see that some squares offer multipliers. Should a tile be placed on these squares, the value of the tile will be multiplied by 2x or 3x. Some squares will also multiply the total value of the word and not just the single point value of one tile.
- Without looking at any of the tiles in the bag, players will take one tile each. The player that has the letter that is closest to "A" will begin the game. In case that a player got a



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blank tile, he/she will be the first one to start. All the tiles will be placed back to the bag and will be used in the remainder of the game.

- Every player will start their turn by drawing seven tiles from the Scrabble bag. A player can either place a word or pass but passing cannot gain scores. If any player passes two times in a row, the game will end and the one with the highest score will win.
- After the turn is over, players will have to wait until their next turn to place a word on the board.
- When the game begins, the first player will place their word on the star spin in the center of the board. All players following will build their words off of this word, extending the game to other squares on the board.
- The game continues in a clockwise direction around the Scrabble board.
- Once all tiles are gone from the bag and a single player has placed all of their tiles, the game will end and the player with the highest score wins.
- When the game ends, each player will count all points that are remaining on their tiles that have not been placed on the board. This amount will be deducted from the final score.
- **The Scrabble player with the highest score after all final scores are tallied wins.**
- Note: For this game, only the words that are indicated in the provided dictionary should be used.

Contest Event No. 6 - Sabayang Pagbigkas

Mechanics:

1. The contest is open to **Elementary and Junior High School learners** for the school year 2025–2026.
2. Each group shall be composed of **five (5) participants** only.
3. The **piece** to be performed will be **provided by the organizers**.
4. **Participants are required to read the piece** during the performance; it should not be memorized.
5. The presentation must last for a **minimum of 4 minutes and a maximum of 5 minutes**. Performances shorter or longer than the allotted time will incur point deductions.
6. **Sound effects** and **minimal costumes** are allowed, provided these do not overshadow the reading.
7. The **order of performance** will be determined by drawing of lots.
8. Each group shall perform **only once**.
9. The decision of the **board of judges** shall be **final and irrevocable**.

Criteria for Judging:

Criteria	Description	Percentage
Voice, Diction, and Clarity	(Correct pronunciation, clear projection, and understandable delivery)	30%
Unity and Synchronization	(Harmony of voices, rhythm, and timing)	25%
Expression and Interpretation	(Use of emotions, appropriate gestures, and interpretation of the piece)	25%
Stage Presence and Overall Impact	(Confidence, creativity, and total effect of the performance)	20%
Total		100%



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Contest Event No. 7 - Story Retelling

Mechanics:

A. Participant/s: One (1) learner-participant per Division for the ALS Accreditation and Equivalency (A&E) **Junior High School Level only.**

B. Time Allotment: 4 to 5 minutes per participant.

C. 21st Century Skills Developed: Creativity, Communication, Confidence, Critical Thinking

1. Only one (1) officially enrolled learner-participant from the A&E JHS Level per Division may join. Each district shall field only one (1) participant.
2. Participants must be registered in the Learner Information System (LIS) for School Year 2025–2026.
3. The **Technical Working Group will provide the official Filipino story** to be retold by all contestants.
4. Each participant will be given 30 minutes to read the story, prepare, and wait for his/her turn to retell.
5. Each contestant shall retell the story within 4 to 5 minutes.
6. Storytelling must be delivered in **Filipino**.
7. For every 30 seconds exceeded, 1 point will be deducted from the total score.
8. Use of simple props or costumes is allowed but should not distract from the storytelling. Minimal props may be used to support the performance.
9. The use of musical background or sound effects is permitted to enhance storytelling.

C. Criteria for Judging

Criteria	Description	Percentage
Delivery and Voice Projection	Clarity, fluency, and ability to capture the audience's attention.	40%
Creativity and Expression	Use of gestures, emotions, and storytelling techniques to make the retelling engaging.	30%
Costume, Props, and Effects	Appropriateness and effectiveness of costume, props, and background music in enhancing the story.	20%
Overall Impact	Stage presence, confidence, and ability to leave a lasting impression on the audience.	10%
Total		100%

Event # 9 for Presentation only IP Tribal Dance

Objective: Showcase the richness of IP tribal traditions through dance, emphasizing cultural heritage, storytelling, and community values.

- **Participants:** 3-5 IP learner participant per division either EL or JHS learner
- **Music:** Use traditional tribal music or rhythms. If unavailable, use culturally inspired alternatives
- **Dance Performance**
 - Duration: 4-5 minutes.
 - Must reflect authentic movements, music, and attire.
 - Use of live instruments or recorded tribal music
- **Costumes and Props:** May include tribal tools, musical instruments, or symbolic items (e.g., spears, baskets, ritual objects).



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**OPISYAL NA PIYESA SA MADULANG SABAYANG PAGBIGKAS WIKANG FILIPINO SA
PAMBANSANG KALAYAAN AT PAGKAKAISA NI PATROCINIO VILLAFUERTE**

Sa bawat panahon
Sa bawat kasaysayan
Sa bawat henerasyon
May palawakan ng isip
May palitan ng paniniwala
May tagisan ng matwid
Maging ito'y magbunga ng tuwa, ng lungkot, ng galit
Sila-sila'y nagtagtagpo, kayu-kayo'y nagpapangkat

Isang diwa ang nagpasya, isang wika ang ginamit
Wikang Filipino! Wikang maka-Diyos, makabayan, makatao
Wikang naglalagos sa isipang makabansa
Wikang nanunuot sa damdaming makaluap
At paisa-isang dila, parami-raming labi, sama-samang tinig
Bumubulong, sumasatsat, humihiyaw, nangangalit
Hinihingi'y Kalayaan! Katarungan! Kalayaan! Katarungan!

Hanggang saan susukatin?
Hanggang kalian bubuhayin?
Hanggang kalian maaangkin?
Layang mangusap, layang sumulat
Layang mamuhay, layang manalig
Layang humahalakhak, layang mangarap,
Layang maghimagsik!
Maghimagsik! Maghimagsik!

Bata't matanda, propesyonal at di-propsyonal
Manggagawa, kawani, guro, mangangalakal

Mangingisda't magbubukid, pari, madre, iskolár
Sundalo, pulis, drayber, estudyante, istambay
A, lahat-lahat na
Sa sama-samang tinig, sa sama-samang lakas
Nagkakaisa, nagkasama
Nagkasama, nagkaisa
Mga bagong bayani ng Bagong Republika

At...
Wala nang dapithapon

Wala nang takipsilim
Wala nang lungkot, takot, luha, dusa't hinagpis
Wala nang tanda, ng dustang pagkadupig
Bagwis ng ibong dati'y pinuyian sa tinik ng galit
Ngayo'y nakalipad na... umaawit, humuhuni, umaawit
Dahil Malaya
Dahil sa Wika
Dahil sa Lakas

At kung sakaling magbalik muli
Ang kasaysayang hiningon ng isang madilim na kahapon
Muli, ang paisa-isang dila, ang parami-raming labi
Ang sama-samang tinig
Ang sari-saring mukha, magkakabalat, magkakadugo't magkakapatiid
Sama-samang gigising, magkakapit-bisig aalsa't titindig
Lakas ng tao! Lakas ng bayan! Lakas ng daigdig!

Filipino nga ang Wika ng Pagkakaisa!



Address: F. Torres St., Davao City (8000)
Telephone Nos.: (082) 291-0051
Email Address: region11@deped.gov.ph
Website: www.depedroxi.ph

