Republic of the Philippines
Department of Education
NEGROS ISLAND REGION

REGIONAL MEMORANDUM
No. 1272, s. 2026

NOV 0 4 2026

CALL FOR ONLINE PARTICIPATION IN THE 2026 EDUCOMICS TECH INNOVATION CHALLENGE: TECH FOR HEALTHIER COMMUNITIES

To: Schools Division Superintendents
All Others Concerned

1. This Office, through the Education Support Services Division (ESSD), disseminates the attached communication from the **Junior Achievements of the Philippines, Inc. (JA Philippines)** dated November 3, 2026 titled **EduComics Tech Innovation Challenge 2026**: **Tech for Healthier Communities**, which is self-explanatory.

2. Immediate dissemination of and compliance with this Memorandum are desired.

RAMIR B. UYTICO EdD, CESO III
Regional Director

Encl.: As Stated
Reference: As Stated
To be indicated in the Perpetual Index
under the following subject

INNOVATION
PARTNERSHIPS
PROGRAMS
SCHOOLS

JV/ESSD/Communication from the Junior Achievement Philippines, Inc. (JA Philippine)
_____/November 3, 2026

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JA Philippines
Member of JA Worldwide

JA PHILIPPINES LEARNING INSTITUTE

November 03, 2026

DR. RAMIR B. UYTICO, CESO III
Regional Director
Department of Education - Negros Island Region

Greetings from Junior Achievement of the Philippines!

Junior Achievement of the Philippines, Inc. (JA Philippines), a member of JA Worldwide®, proudly serves as the implementing arm of Junior Achievement programs in the country. With JA Worldwide's unwavering commitment to empowering young people globally, it is with great pride that the organization has been nominated for the Nobel Peace Prize for five consecutive years.

In partnership with **Johnson & Johnson**, JA Philippines is implementing the **EduComics Program**, an innovative initiative designed to spark curiosity and strengthen the interest of **Grade 6 learners in Science, Technology, Engineering, and Mathematics (STEM)** through engaging and visually compelling comics. The program introduces learners to the possibilities of STEM and encourages them to apply their knowledge and creativity in developing solutions to real-world problems, particularly those affecting the health and well-being of their communities.

As part of the program, JA Philippines is conducting the **EduComics Tech Innovation Challenge 2026: Tech for Healthier Communities**, which encourages learners to identify relevant community problems and develop technology-based solutions that promote health, well-being, accessibility, and safety. Through this challenge, learners will have the opportunity to demonstrate their creativity, problem-solving abilities, and understanding of STEM concepts through a Tech Innovation Plan, a 10-panel educational comic, and a prototype or visual representation of their proposed solution.

In this regard, we respectfully request your assistance in disseminating the following **program updates, online enrichment session details, competition guidelines, and important deadlines to concerned school heads, Grade 6 teachers, and learners.**

I. Online Enrichment Sessions

To provide additional learning opportunities and guidance to EduComics Program beneficiaries, JA Philippines will conduct two online enrichment sessions for registered learners and teachers. These sessions aim to strengthen participants' understanding of STEM concepts, encourage creative problem-solving, and guide learners in developing their proposed innovations and preparing their competition entries.

The sessions will cover relevant topics and activities to help learners explore community challenges, understand how science and technology can be applied to develop solutions, and communicate their ideas through creative and engaging outputs.

Session	Date	Time	Platform
Online Enrichment Session 1	**November 13, 2026**	**3:00 PM–5:00 PM**	**Zoom**
Online Enrichment Session 2	**November 27, 2026**	**3:00 PM–5:00 PM**	**Zoom**

Zoom Meeting Links:

- **November 13, 2026:**
  https://us02web.zoom.us/j/84739706965?pwd=kaTe1K0kfUAYK7ikXMJTkAC8vJbBQk.1
- **November 27, 2026:**
  https://us02web.zoom.us/j/84177010014?pwd=jdsvbJFdXCAS7SEmgf3G6HA9x2F7Dz.1

Online Enrichment Session Registration Form:
https://docs.google.com/spreadsheets/d/1w58q7hdgJX3L9Y8GAe0uTCpoYgLcv3iZUz5SrjOYs-U/edit?usp=sharing

All interested EduComics Program beneficiaries, including Grade 6 learners and their teachers, are encouraged to register through the designated form. **Participants who complete the registration form will be invited to attend both online enrichment sessions.** Schools are encouraged to facilitate the registration of their participating learners and teachers and ensure that they are available on the scheduled dates.

II. EduComics Tech Innovation Challenge 2026

Official Challenge Title: EduComics Tech Innovation Challenge 2026: Tech for Healthier Communities

Theme: Tech for Healthier Communities: Young Innovators Creating Solutions for a Better Future

The challenge invites Grade 6 learners to work collaboratively in developing a technology-based solution that addresses a real problem or need in their school or community. Teams are expected to identify a specific concern, propose a practical and

creative solution, and communicate the importance of their innovation through an educational comic story.

A. Eligibility and Team Composition

1. The competition is open to Grade 6 learners.
2. Each team must consist of **three (3) to five (5) Grade 6 learners**.
3. All team members must be officially registered through the designated team registration form.
4. Each team must **prepare and submit one complete Tech Innovation Plan** and its **corresponding EduComics story**, together with **a prototype or visual representation** of the proposed innovation.
5. Teachers may provide appropriate guidance throughout the process while ensuring that the submitted ideas and outputs reflect the learners' own understanding, creativity, and participation.

B. Challenge Areas and Subconcepts

Teams may select one of the following subconcepts as the focus of their proposed technology-based innovation.

Subconcept	Focus
Community Health and Disease Prevention	Promoting disease prevention, hygiene, sanitation, and public health awareness.
Mental Health and Emotional Well-Being	Supporting emotional wellness, stress management, mental health awareness, and positive social connections.
Accessible Healthcare for Underserved Communities	Helping communities access healthcare information, services, and resources, particularly in areas with limited access to healthcare.
Environmental Health and Sustainability	Addressing environmental problems that affect community health and well-being.
Healthy Habits Among Children and Teenagers	Encouraging healthy eating, physical activity, personal hygiene, proper rest, and other positive daily habits.

Technology Supporting Persons with Disabilities	Promoting accessibility, inclusion, communication, and independence for persons with disabilities.
Disaster Preparedness and Community Safety	Helping communities prepare for emergencies, improve safety awareness, and respond to potential hazards.

C. Competition Requirements

Each participating team must prepare and submit the following:

1. Tech Innovation Plan

The Tech Innovation Plan must present the identified problem, the proposed technology-based solution, and the team's approach to developing and implementing the innovation.

Format and Length:

- Maximum of **2,000 words or six (6) pages**.
- Double-spaced.
- Font: 12-point Times New Roman or Arial.
- Clearly organized and written in language appropriate to the learners' grade level.

Required Sections:

Section	Requirements
Project Title	Provide a clear and appropriate title for the proposed innovation.
Problem Statement	Describe the specific problem or need that the team intends to address. Include relevant research, examples, or observations that demonstrate why the problem matters to the school or community.
Proposed Technology/Solution	Explain the proposed solution, how it will work, its key features, and what makes it useful or different. Include an image, drawing, or illustration of the proposed prototype.

SMART Objectives	Identify specific, measurable, achievable, relevant, and time-bound objectives that the team hopes to accomplish through the proposed innovation.
Methodology	Describe the steps the team would take to develop, test, or implement the proposed solution. Explain how the team intends to determine whether the innovation addresses the identified problem.
Limitations	Discuss possible challenges, constraints, or limitations that may affect the development or implementation of the proposed solution.
Conclusion and Recommendations	Summarize the importance of the proposed innovation, the problem it aims to solve, its potential impact on the community, and possible improvements or future developments.

2. EduComics Story

Each team must create a **10-panel comic story** based on the same community problem and proposed solution presented in its Tech Innovation Plan.

The comic must:

- Introduce characters who encounter or observe the identified problem.
- Clearly illustrate how the proposed innovation can help address the problem.
- Demonstrate how the solution may benefit the school or community.
- Use simple, clear, and age-appropriate language.
- Communicate a clear educational message or learning objective.
- Present the story in a logical sequence, from introducing the problem to presenting the solution and its potential impact.

Each panel must include:

1. Panel number.
2. Visual description of the scene or illustration.

3. Dialogue and/or captions.
4. Educational message or key point conveyed by the panel.

The comic should be engaging, easy to understand, and consistent with the team's Tech Innovation Plan.

3. Prototype or Visual Representation

Teams must provide a visual representation of their proposed innovation to help explain how the solution would work. Depending on the nature of the project and the team's available resources, this may take any of the following forms:

- Functional prototype.
- Hand-drawn sketch.
- Digital illustration or mock-up.
- Three-dimensional (3D) model.
- Mobile application user interface (UI).
- Website interface.
- Physical model made from recycled materials or craft supplies.

The prototype or visual representation should clearly demonstrate the main features of the proposed solution. Teams are encouraged to select a format that is appropriate to their idea and feasible with their available resources.

III. Registration and Submission

All participating teams must complete the required registration and submit their outputs through the official links below.

A. Team Registration

- **Deadline:** November 20, 2026
- **Registration Form:** https://forms.gle/mR3EEz39hib6bKmdA

Teams must ensure that all required registration information is complete and accurate.

B. Tech Innovation Plan and Competition Output Submission

- **Submission Deadline:** December 10, 2026
- **Submission Form:** https://forms.gle/t1o1FtFmm94N9r1t9

Teams must submit their required outputs through the designated submission form on or before the deadline. Schools and teachers are encouraged to provide appropriate guidance to ensure that entries are complete and submitted on time.

C. Reference Materials and Templates

The competition guidelines, team information sheet, and project proposal template are available through the following Google Drive folder:

https://drive.google.com/drive/folders/1hjpYzOShcZWTh8j_KGGcE8l3kHL0xN8A?usp=drive_link

Please ensure that participating teachers and learners have access to these materials and review the requirements before preparing their submissions.

IV. Competition Evaluation Criteria

All submissions will be evaluated based on the following criteria.

A. Initial Evaluation of Submissions

Criteria	Weight
Innovation and Creativity	30%
Relevance and Impact	25%
STEM Application and Feasibility	20%
Quality of Tech Innovation Plan	15%
EduComics Storytelling	10%
Total	**100%**

The initial evaluation will consider the originality of the proposed innovation, its relevance to the identified community problem, its potential impact, the appropriate application of STEM

concepts, the quality of the project plan, and the effectiveness of the comic in communicating the problem and proposed solution.

B. Final Competition Presentation

Criteria	Weight
Innovation and Creativity	25%
Relevance and Impact	20%
STEM Application and Feasibility	20%
Prototype Demonstration	15%
Presentation Skills	10%
Response to Judges' Questions	10%
Total	**100%**

For the final competition, qualified teams will be evaluated on their ability to explain and demonstrate their proposed innovations, communicate the value of their solutions, and respond to questions from the judges.

The decisions of the judges and JA Philippines regarding the evaluation and selection of winning teams shall be final.

V. Prizes and Special Experiences

The following prizes will be awarded to the winning and qualified finalist teams of the EduComics Tech Innovation Challenge 2026.

A. Cash Prizes

Award	Prize
Top 1 – Grand Champion	₱15,000 cash prize per team

Top 2 – First Runner-Up	₱10,000 cash prize per team
Top 3 – Second Runner-Up	₱7,000 cash prize per team
Other Qualified Finalist Teams	₱1,000 consolation prize per team member

B. Star City Ride-All-You-Can Experience for All Finalist Teams

All qualified finalist teams, including the Top 3 winning teams, will be invited to participate in the special Star City Ride-All-You-Can Experience.

JA Philippines will cover the entrance tickets and approved expenses for qualified student team members and authorized accompanying personnel, subject to the program's arrangements and guidelines.

C. Guidelines for Special Experiences

Participation in the Star City activity is subject to parental or guardian consent, school approval, applicable safeguarding requirements, and the presence of authorized accompanying adults.

Only expenses approved by JA Philippines will be covered. Personal purchases and other unapproved expenses will not be included.

The schedule and specific arrangements for the Star City experience will be communicated to the qualified teams accordingly. The activity may be rescheduled due to venue availability, school schedules, safety considerations, or other unforeseen circumstances.

The Star City experience and all prizes are non-transferable. The decisions of the judges and JA Philippines regarding the competition, awards, and related arrangements shall be final.

VI. Updated Program Timeline

Please take note of the following important dates for the EduComics Program and Tech Innovation Challenge.

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Activity	Date
EduComics Program Launch	**August 28, 2026**
Online Enrichment Session 1	**November 13, 2026 3:00 PM–5:00 PM**
Team Registration Deadline	**November 20, 2026**
Online Enrichment Session 2	**November 27, 2026 3:00 PM–5:00 PM**
Tech Innovation Plan and Competition Output Submission Deadline	**December 10, 2026**
Announcement of Top 10 Finalists	**December 15, 2026**
Top 10 Finalists Mentoring Session 1	**January 22, 2027**
Top 10 Finalists Mentoring Session 2	**January 29, 2027**
Final Competition	**February 19, 2027**

Please note that further details regarding succeeding activities, including the mentoring sessions, final competition, and special experiences, will be communicated to the concerned participants and schools accordingly.

VII. Request for Dissemination and Support

In view of the foregoing, we respectfully request your assistance in disseminating this information to concerned school heads, Grade 6 teachers, and learners within your Schools Division.

We encourage interested schools to organize eligible teams, facilitate registration, and support learners in preparing their Tech Innovation Plans, EduComics stories, and prototype representations. We also request that participating schools take note of the registration and submission deadlines and ensure that learners have access to the official guidelines and templates.

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Further program details, session arrangements, and other relevant announcements will be communicated accordingly.

For questions or clarifications regarding the EduComics Program and the EduComics Tech Innovation Challenge 2026, please contact **Ms. Andrea Robles** at **andrea@japionline.org**.

Thank you for your continued support and partnership in empowering young learners to explore STEM, think creatively, and develop meaningful solutions that can contribute to healthier, safer, and more inclusive communities.

We look forward to your support and to seeing the innovative ideas of our young learners come to life.

Best regards,



PAULA PATRICE DELA CRUZ
Director of Operations
Junior Achievement of the Philippines