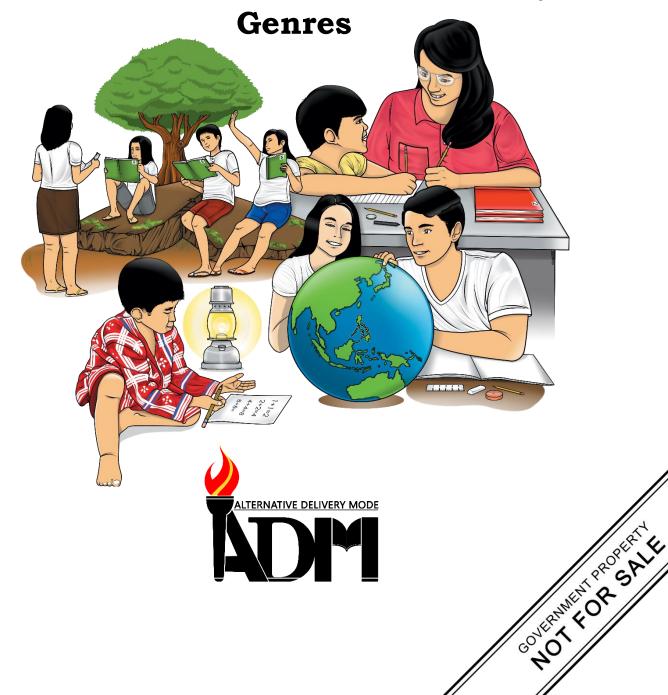


21st Century Literature from the Philippines and the World

Quarter 1 – Module 2: Conventional and 21st Century



21st Century Literature from the Philippines and the World Alternative Delivery Mode Quarter 1 – Module 2: Conventional and 21st Century Literary Genres First Edition, 2020

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21st Century Literature from the Philippines and the World

Quarter 1 – Module 2: Conventional and 21st Century Genres



Introductory Message

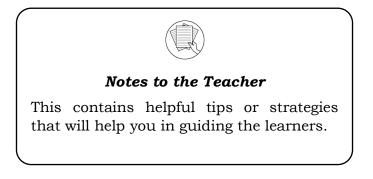
For the facilitator:

Welcome to the 21st Century Literature 11 Alternative Delivery Mode (ADM) Module on Conventional and 21st Century Genres.

This module was collaboratively designed, developed, and reviewed by educators both from public and private institutions to assist you, the teacher, or facilitator in helping the learners meet the standards set by the K to 12 Curriculum while overcoming their personal, social, and economic constraints in schooling.

This learning resource hopes to engage the learners in guided and independent learning activities at their own pace and time. Furthermore, this also aims to help learners acquire the needed 21st-century skills while taking into consideration their needs and circumstances.

Also, you will see this box in the body of the main text in this module:



As a facilitator, you are expected to orient the learners on how to use this module, encourage and assist them as they do the tasks, and track their progress while allowing them to manage their learnings.

For the learner:

Welcome to the 21st Century Literature 11 Alternative Delivery Mode (ADM) Module on Conventional and 21st Century Genres.

The hands are one of the most symbolized parts of the human body. They are often used to depict skill, action, and purpose. Through your hands, you may learn, create, and accomplish. Hence, the hands in this learning resource signify that you, as a learner, are capable and empowered to successfully achieve the relevant competencies and skills at your own pace and time. Your academic success lies in your own hands!

This module was designed to provide you with fun and meaningful opportunities for guided and independent learning. You will be enabled to process the contents of the learning resource while being an active learner. This module has the following parts and corresponding icons:

| \bigcirc | | |
|------------|-----------------------|--|
| (M) | What I Need to Know | This will give you an idea of the skills or competencies you are expected to learn in the module. |
| | What I Know | This part includes an activity that aims to check what you already know about the lesson to take. If you get all the answers correct (100%), you may decide to skip this module. |
| And and | What's In | This is a brief drill or review to help you link the current lesson with the previous one. |
| | What's New | In this portion, the new lesson will be introduced to you in various ways such as a story, a song, a poem, a problem opener, an activity or a situation. |
| | What is It | This section provides a brief discussion of the lesson. This aims to help you discover and understand new concepts and skills. |
| | What's More | This comprises activities for independent practice to solidify your understanding and skills of the topic. You may check the answers to the exercises using the Answer Key at the end of the module. |
| | What I Have Learned | This includes questions or blank sentence/paragraph to be filled in to process what you learned from the lesson. |
| | What I Can Do | This section provides an activity which will help you transfer your new knowledge or skill into real life situations or concerns. |
| | Assessment | This is a task which aims to evaluate your level of mastery in achieving the learning competency. |
| 00 | Additional Activities | In this portion, another activity will be given to you to enrich your knowledge or skill of the lesson learned. This also tends retention of learned concepts. |
| A. | Answer Key | This contains answers to all activities in the module. |

At the end of this module you will also find:

References

This is a list of all sources used in developing this module.

The following are some reminders in using this module:

- 1. Use the module with care. Do not put unnecessary mark/s on any part of the module. Use a separate sheet of paper in answering the exercises.
- 2. Don't forget to answer *What I Know* before moving on to the other activities included in the module.
- 3. Read the instruction carefully before doing each task.
- 4. Observe honesty and integrity in doing the tasks and checking your answers.
- 5. Finish the task at hand before proceeding to the next.
- 6. Return this module to your teacher/facilitator once you are through with it.

If you encounter any difficulty in answering the tasks in this module, do not hesitate to consult your teacher or facilitator. Always bear in mind that you are not alone.

We hope that through this material, you will experience meaningful learning and gain deep understanding of the relevant competencies. You can do it!



What I Need to Know

This module is a standalone section that you can use based on your needs and interests to enhance your competency on how to differentiate the various 21st century literary genres and the ones from the original genres, citing their elements, structures and traditions.

After going through this module, you are expected to:

- differentiate the 21st century literary genres, and the one's from the original genres;
- 2. enumerate the elements, structures and traditions of each genre;
- 3. appreciate the unique features of each genre.



Choose the letter of the best answer. Write the chosen letter on a separate sheet of paper.

- 1. It is a genre of speculative fiction dealing with imaginative concepts such as futuristic science and technology, space travel, time travel, faster than light travel, a parallel universe and extra-terrestrial life.
 - a. Digi-Fiction
 - b. Doodle Fiction
 - c. Science Fiction
 - d. Creative Non-Fiction
- 2. A literary genre which combines three media: book, movie/video and internet website.
 - a. Digi-Fiction
 - b. Doodle Fiction
 - c. Science Fiction
 - d. Creative Non-Fiction

- 3. A Literary presentation where the author incorporates doodle writing and drawings and handwritten graphics in place of the traditional font Spanish Period
 - a. Digi-Fiction
 - b. Doodle Fiction
 - c. Science Fiction
 - d. Creative Non-Fiction
- 4. Stories told almost entirely in dialogue, simulating social network exchanges.
 - a. Chick Lit
 - b. Digi-Fiction
 - c. Hyper Poetry
 - d. Text-Talk Novel
- 5. It is a genre fiction which addresses issues of modern womanhood, often humorously and lightheartedly.
 - a. Chick Lit
 - b. Digi-Fiction
 - c. Hyper Poetry
 - d. Text-Talk Novel
- 6. It is a website that contains short articles posted and changed regularly.
 - a. Blog
 - b. Flash Fiction
 - c. Hyper Poetry
 - d. Digi-Fiction
- 7. Digital literature that uses links and includes parts that move or mutate.
 - a. Blog
 - b. Flash Fiction
 - c. Hyper Poetry
 - d. Digi-Fiction
- 8. It is a comic book or book series published in Japan.
 - a. Digi-Fiction
 - b. Doodle Fiction
 - c. Illustrated Novel
 - d. Manga
- 9. Stories characterized by their brevity. It could range from a word to a thousand.
 - a. Creative Nonfiction
 - b. Flash Fiction
 - c. Blog
 - d. Hyper Poetry

- 10. Narrative work in which a story is told using a comic form.
 - a. Manga
 - b. Digi-Fiction
 - c. Graphic Novel
 - d. Illustrated Novel
- 11. **39 Clues** book series by Scholastic, where stories are told using the combination of book, video, and website, is an example of this literary genre.
 - a. Digi-Fiction
 - b. Doodle Fiction
 - c. Science Fiction
 - d. Creative Non-Fiction
- 12. **Mashable** by Pete Cashmore, where feature stories around the world are posted and updated, is an example of this literary genre.
 - a. Blog
 - b. Flash Fiction
 - c. Hyper Poetry
 - d. Digi-Fiction
- 13. A story that develops through a screenshot of SMS conversation like Vince and Kath by Jenny Ruth Almocera is an example of this literary genre.
 - a. Chick Lit
 - b. Digi-Fiction
 - c. Hyper Poetry
 - d. Text-Talk Novel
- 14. A story that uses literary techniques to create accurate narratives like travel and nature stories in Robert Macfarlane's **The Wild Places** is an example of this literary genre.
 - a. Digi-Fiction
 - b. Doodle Fiction
 - c. Science Fiction
 - d. Creative Non-Fiction
- 15. The **Hunger Games** series that explores dystopian or postapocalyptic themes is an example of this literary genre.
 - a. Digi-Fiction
 - b. Doodle Fiction
 - c. Science Fiction
 - d. Creative Non-Fiction

Lesson

21st Century Literary Genres

21st Century Literature

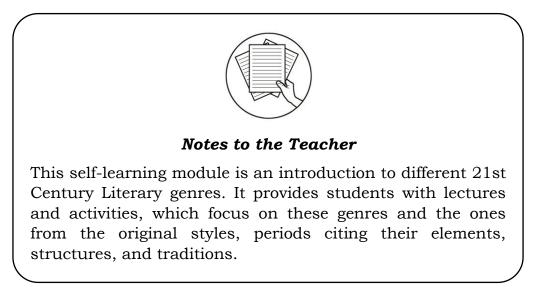
21st Century Literature refers to new literary work created within the last decade. It is written by contemporary authors which may deal with current themes/ issues and reflects a technological culture. It often breaks traditional writing rules.

21st Century Reader

A 21st Century Reader grew up using technology as a primary learning tool. He is capable of navigating and interpreting digital formats and media messages. He also possesses literacy skills, which include technological abilities such as keyboarding, internet navigation. interpretation of technological speak, ability to communicate and interpret coded language and decipher graphics.



This module will help you classify literary pieces you have read or will be reading into different 21st century literary genres.





What's New

Directions: Look for the conventional literary genres in the puzzle below and, on a separate sheet of paper, answer the questions that follow.

| W | F | Н | | 0 | М | В | 0 | Ζ | |
|---|---|---|---|---|---|---|---|---|---|
| А | Е | С | D | R | А | М | А | А | 0 |
| Р | Т | S | U | Р | В | W | Р | F | L |
| U | 0 | Т | Н | U | Ν | D | | | Κ |
| L | | Е | S | W | R | F | Y | С | F |
| Κ | F | L | Т | Q | Т | W | Т | Т | |
| G | Х | Р | М | R | А | S | Κ | | С |
| Н | Ν | W | Ν | L | Y | E | V | 0 | Т |
| D | J | R | V | А | Е | R | В | Ν | |
| Х | Y | J | С | U | | U | Y | E | 0 |
| Ν | 0 | Ν | F | | С | Т | | 0 | Ν |

- 1. What are the four conventional literary genres have you found in the puzzle?
- 2. What are their unique features?

Let's recall the major literary genres!

- **POETRY** is an imaginative awareness of experience expressed through meaning, sound and rhythmic language choices to evoke an emotional response. It has been known to employ meter and rhyme. The very nature of poetry as an authentic and individual mode of expression makes it nearly impossible to define.
- **DRAMA** is a composition in prose or verse presenting in dialogue or pantomime a story involving conflict more contrast of character, especially on intended to be acted on a stage: a play. It may be any situation or series of events having vivid, emotional, conflicting or striking interest.

- **FICTION** is literature created from the imagination, not presented as fact, though it may be based on a true story or situation. Types of literature in the fiction include the novel, short story and novella.
- **NON-FICTION** is based on facts and the author's opinion about a subject. The purpose of non-fiction writing is to inform and sometimes to persuade. Its examples are biographies, articles from textbooks and magazines and newspapers.



You have rediscovered the conventional literary genres. This part of the module would let you learn modern literary genres presently used by 21^{st} century writers.

21st Century Literature Genres

ILLUSTRATED NOVEL

- Story through text and illustrated images
- 50% of the narrative is presented without words
- The reader must interpret the images to comprehend the story completely.
- Textual portions are presented in traditional form.
- Some illustrated novels may contain no text at all.
- Span all genres.
- Examples include **The Invention of Hugo Cabret** by Brian Selznick and **The Arrival** by Shaun Tan.

DIGI-FICTION

- Triple Media Literature
- Combines three media: book, movie/video and internet website To get the full story, students must engage in navigation, reading, and viewing in all three forms.
- Patrick Carman's **Skeleton Creek** and Anthony Zuiker's **Level 26** are examples.

GRAPHIC NOVEL

- Narrative in comic book formats
- Narrative work in which the story is conveyed to the reader using a comic form.
- The term is employed in broadly manner, encompassing non-fiction works and thematically linked short stories as well as fictional stories across a number of genres.
- **Archie Comics** by John Goldwater and illustrator, Bob Montana, is a good example.

MANGA

- Japanese word for comics
- It is used in the English-speaking world as a generic term for all comic books and graphic novels originally published in Japan.
- Considered as an artistic and storytelling style.
- Ameri-manga- sometimes used to refer to comics created by American artists in manga style.
- Shonen- Boy's Manga (Naruto, Bleach, One Piece)
- Shojo- Girl's Manga (**Sailormoon**)
- Seinen- Men's Manga (**Akira**)
- Josei- Women's Manga (Loveless, Paradise Kiss)
- Kodomo- Children's Manga (**Doraemon, Hello Kitty**)

DOODLE FICTION

- Literary presentation where the author incorporates doodle writing, drawings and handwritten graphics in place of the traditional font.
- Drawing enhances the story, often adding humorous elements
- Examples include **The Diary of a Wimpy Kid** by Jeff Kinney and **Timmy Failure** by Stephan Pastis.

TEXT-TALK NOVELS

- Blogs, email and IM format narratives
- Stories told almost entirely in dialogue simulating social network exchanges.

CHICK LIT or CHICK LITERATURE

- Is genre fiction which addresses issues of modern womanhood, often humorously and lightheartedly.
- Chick Lit typically features a female protagonist whose femininity is heavily thermalizing in the plot.
- Scarlet Bailey's **The night before Christmas** and Miranda Dickinson's **It started with a Kiss** are examples of this.

FLASH FICTION

- Is a style of fictional literature of extreme brevity
- There is no widely accepted definition of the length and category. It could range from word to a thousand.

SIX-WORD FLASH FICTION

- Ernest Hemingway: For sale: baby socks, never worn.
- Margaret Atwood: Longed for him. Got him, Shit.

CREATIVE NON-FICTION

- Also known as literary non-fiction or narrative non-fiction
- A genre of writing that uses literary styles and techniques to create factually accurate narratives.
- Contrasts with other non-fiction, such as technical writing or journalism, which is also rooted in accurate fact, but is not primarily written in service to its craft.
- As a genre, creative non-fiction is still relatively young and is only beginning to be scrutinized with the same critical analysis given to fiction and poetry.
- **1000 Gifts** by Ann Voscamp and **Wind, Sand, and Stars** by Antoine de Saint-Exupery are examples.

SCIENCE FICTION

- Is a genre of speculative fiction dealing with imaginative concepts such as futuristic science and technology, space travel, time travel, faster than light travel, a parallel universe and extra-terrestrial life.
- Often explores the potential consequences of scientific and other innovations and has been called a "literature of ideas".
- Examples include Suzanne Collins' **Mockingjay** and Sarah Maas' **Kingdom of Ash**.

BLOG

- A weblog, a website containing short articles called posts that are changed regularly.
- Some blogs are written by one person containing his or her own opinions, interests and experiences, while others are written by different people.

HYPER POETRY

- Digital poetry that uses links and hypertext mark-up
- It can either involved set words, phrases, lines, etc. that are presented in variable order but sit on the page much as traditional poetry does, or it can contain parts of the poem that move and transform.
- It is usually found online, through CD-ROM and diskette versions exist. The earliest examples date to no later than the mid-1980's.

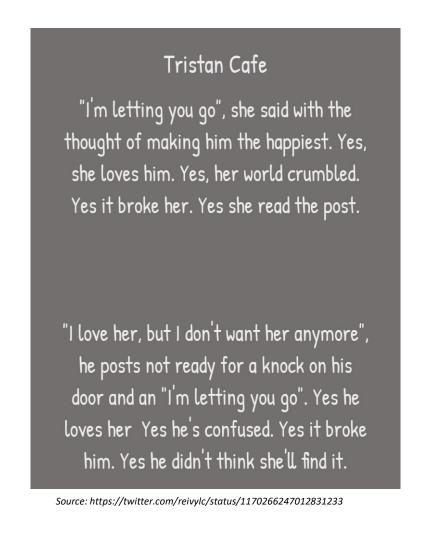


What's More

After learning about different conventional and modern genres of literature, you are now ready to explore more about these concepts by answering the activities that follow.

Activity 1

Direction: Analyze the content of the text below and identify its literary genre.



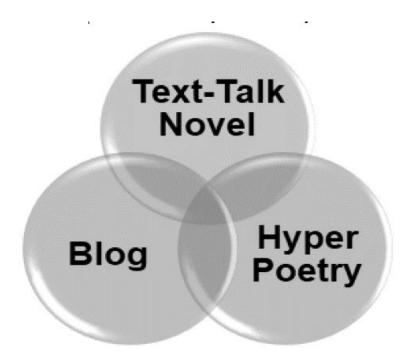
Assessment 1

Write a 5-10 sentence paragraph describing the characteristics of **Tristan Café** that qualifies it as a 21^{st} century literary piece. Use the paragraph writing rubric as your guide.

| Criteria | 4 | 3 | 2 | 1 | Points |
|--------------------------|--|--|---|---|--------|
| Content | At least three characteristics of the genre are listed and explained | At least two characteristics of the genre are listed and explained | At least two characteristic s of the genre are listed but not explained | Only one characteristic is written | |
| Organization | Details are in logical order and interesting | Details are in logical order yet less interesting | Some details are not in logical order | All details are not in logical order | |
| Mechanics and Grammar | No errors in punctuation, capitalization, and spelling | One to two errors in punctuation, capitalization, and spelling errors | Three to five errors in punctuation, capitalization, and spelling errors | Six or more errors in punctuation, capitalization, and spelling errors | |

Activity 2

Directions: Compare and contrast these modern literary genres using the Venn Diagram



Assessment 2

Based on your answer in Activity 2, briefly answer the following questions.

- 1. What characteristics make these genres similar in terms of elements?
- 2. What characteristics make these genres similar in terms of structure?

Activity 3

Directions: Write the similarities and differences of the Doodle Fiction, Manga and Graphic Novel using the Compare and Contrast Graphic Organizer.

| Name: | | Date: |
|--------------------------------------|--------------|-------------------------------------|
| Differences in Terms of Structure | Similarities | Differences in Terms of Elements |
| | | |

Assessment 3

Create a blog post based on your answer in Activity 3. Use the rubric below as your guide.

| 4 | 3 | 2 | 1 |
|--|--|---|--|
| Content | | | |
| Opinions and information shared are complete | Opinions and information shared are limited to 2 modern literary genres | Opinions and information shared are limited to 1 modern literary genre | Opinions and information shared are unconnected/irrelevant to the given topic |
| Sources | | | |
| Cited an extensive information from a variety of reliable sources correctly | Cited an extensive information from a variety of reliable sources with very few minor errors | Cited an extensive information from a variety of reliable sources with numerous errors | Information shared based on personal opinion without sources to back it up |
| Creativity | | | |
| Language and blog features are communicated in unusual ways | Language and blog features are communicated in interesting ways | Language and blog features are communicated in interesting ways but not related to the topic | Language and blog features are not communicated in surprising and interesting ways |



What I Have Learned

You have tried your hands in discovering the characteristics of the literary genres discussed in this module. Reflect on what you have learned by answering the questions that follow.

- 1. What are the conventional literary genres?
- 2. What are the common characteristics of conventional literary genres?
- 3. What are the different 21^{st} century literary genres?
- 4. What are the common characteristics of modern literary genres?
- 5. What is the difference between conventional and modern literary genres?



What I Can Do

You have learned the different conventional and modern literary genres. As a 21st century learner, retell the old Filipino folktale The Sun and the Moon using one of the genres below and post your work on your Facebook page with the hashtag #folktalesinthe21stcentury. Use the rubric as your guide.

- A. 30-word flash fiction
- B. 4-panel comic
- C. One-page doodle fiction

| 4 | 3 | 2 | 1 |
|--|---|---|---|
| Structure | | | |
| Presents all elements and correct structure of the chosen genre | Exhibits at least three elements and correct structure of the chosen genre | Exhibits at least two elements and correct structure of the chosen genre | Does not present elements and correct structure of the chosen genre |
| Creativity | <u> </u> | I | I |
| The story is communicated in amazing and unusual ways | The story is communicated in interesting ways | The story is in interesting ways, but not related to the topic | The story is not communicated in surprising and interesting ways |
| Mechanics | L | I | I |
| No errors in punctuation, capitalization, and spelling | One to two errors in punctuation, capitalization, and spelling errors | Three to five errors in punctuation, capitalization, and spelling errors | Six or more errors in punctuation, capitalization, and spelling errors |



Choose the letter of the best answer. Write the chosen letter on a separate sheet of paper.

- 1. A story told using a combination of text and illustrations or without text at all.
 - a. Digi-Fiction
 - b. Doodle Fiction
 - c. Illustrated Novel
 - d. Creative Non-Fiction
- 2. A site of collected posts or articles written by one or more people and updated regularly.
 - a. Blog
 - b. Flash Fiction
 - c. Hyper Poetry
 - d. Digi-Fiction
- 3. Brief stories told in a thousand words or less.
 - a. Blog
 - b. Flash Fiction
 - c. Hyper Poetry
 - d. Digi-Fiction
- 4. Tales are written and presented using dialogues in social media applications.
 - a. Chick Lit
 - b. Digi-Fiction
 - c. Hyper Poetry
 - d. Text-Talk Novel
- 5. A factual story is written using literary devices and techniques.
 - a. Digi-Fiction
 - b. Doodle Fiction
 - c. Illustrated Novel
 - d. Creative Non-Fiction

- 6. Drawings enhance stories in this form where illustrations and handwritten graphics are incorporated.
 - a. Digi-Fiction
 - b. Doodle Fiction
 - c. Illustrated Novel
 - d. Creative Non-Fiction
- 7. The genre of speculative fiction dealing with concepts of time, travel, parallel universe, extra-terrestrial life, and futuristic technology.
 - a. Digi-Fiction
 - b. Doodle Fiction
 - c. Science Fiction
 - d. Creative Non-Fiction
- 8. It is a collection of stories presented in comic book formats.
 - a. Digi-Fiction
 - b. Doodle Fiction
 - c. Illustrated Novel
 - d. Graphic Novel
- 9. Literature that uses hypertext mark-up (HTM) to connect to other parts of the piece.
 - a. Blog
 - b. Flash Fiction
 - c. Hyper Poetry
 - d. Digi-Fiction
- 10. In English-speaking countries, these are stories with illustrations published in Japan.
 - a. Manga
 - b. Digi-Fiction
 - c. Graphic Novel
 - d. Illustrated Novel
- 11. A 700-word story like **Angels and Blueberries** by Tara Campbell is a one-shot fiction that falls under this literary genre.
 - a. Blog
 - b. Flash Fiction
 - c. Hyper Poetry
 - d. Digi-Fiction

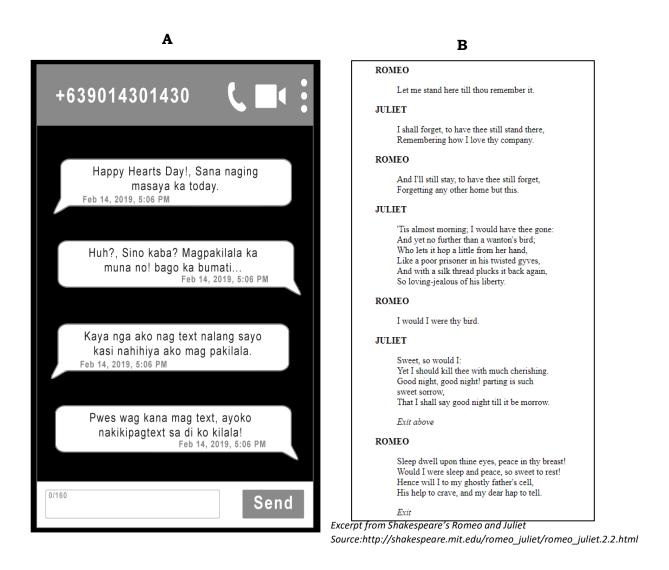
- 12. Christopher Ford's **Stickman Odyssey**, which tells the story through text and handwritten graphics, is an example of this literary genre.
 - a. Digi-Fiction
 - b. Doodle Fiction
 - c. Illustrated Novel
 - d. Creative Non-Fiction
- 13. Before it was adapted into an anime, Yoshihiro Togashi's **Hunter x Hunter** is a comic book series from Japan that falls under this literary genre.
 - a. Manga
 - b. Digi-Fiction
 - c. Graphic Novel
 - d. Illustrated Novel
- 14. **Batman: The Dark Knight** by Frank Miller is a popular example of this literary genre where the story is written in comic book format.
 - a. Manga
 - b. Digi-Fiction
 - c. Graphic Novel
 - d. Illustrated Novel
- 15. Sophie Kinsella's **Confessions of a Shopaholic,** which revolves around a woman's shopping addiction and her journey to overcoming it, is an example of this literary genre.
 - a. Chick Lit
 - b. Digi-Fiction
 - c. Hyper Poetry
 - d. Text-Talk Novel



Additional Activities

Further test what you have learned by examining the two examples below and doing the following tasks:

- 1. Identify the literary genres of each example.
- 2. Compare and contrast the characteristics of the two.



| | Manga: uses a comic book format presented in panels read from right to left. They are published periodically in Japan. | |
|------------------------------|--|----------------------|
| | Graphic Novel- uses a comic book format presented in panels and read from left to right. | |
| | Differences: Doodle Fiction- incorporates handwritten graphics in telling the story. | |
| | ACTIVITY 3 Similarities: All genres incorporate drawing, illustrations, or graphics in telling a story. | |
| | Hyper poetry- uses hyperlinks to connect to other parts of the literary piece. | |
| 12.B 13.A 14.C 13.A | (Social Notworking Sites) Blog- A page or website with features stories are posted and regularly updated | 12.C 14.D 12.A |
| 8. D 9. C 10.A B.II | present stories Differences: Text-talk- present stories using SNS (Social Networking Sites) | 8. D 8. D |
| 2' C 9' B 2' D 4' D | Flash Fiction. ACTIVITY 2 Similarities: All genres use the web to share and | 4. D 7. C |
| 1. C 2. A 3. B | ACTIVITY 1 The example falls under the modern literary genre- | 3. B 3. B |
| tn9m22922A | Ућаť's Моте | wonX I 7.6dW |



Answer Key

Reference

Friesen C. 21st Century Literary Genres [PowerPoint slides]. Retrieved from https://www.slideshare.net/darinjohn2/21st-century-literary-genres-by-calle-friesen

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