

K to 12 BASIC EDUCATION CURRICULUM
JUNIOR HIGH SCHOOL TECHNICAL LIVELIHOOD EDUCATION AND SENIOR HIGH SCHOOL - TECHNICAL-VOCATIONAL-LIVELIHOOD TRACK
HOME ECONOMICS – HANDICRAFT (Leathercraft and Woodcraft)

These are the list of specializations and their pre-requisites.

	Specialization	Number of Hours	Pre-requisite
1.	Animal Production (NC II)	480 hours	
2.	Aquaculture (NC II)	320 hours	
3.	Artificial Insemination (Ruminants) (NC II)	160 hours	Animal Production
4.	Artificial Insemination (Swine) (NC II)	160 hours	Animal Production
5.	Crop Production (NC I)	320 hours	
6.	Fish Nursery Operation (NC II)	160 hours	
7.	Fish or Shrimp Grow Out Operation (Non NC)	160 hours	Aquaculture
8.	Fish Wharf Operation (NC I)	160 hours	Fish or Shrimp Grow Out Operation
9.	Food (Fish) Processing (NC II)	640 hours	
10.	Horticulture (NC II)	640 hours	
11.	Landscape Installation and Maintenance (NC II)	320 hours	Crop Production
12.	Organic Agriculture (NC II)	320 hours	Crop Production
13.	Pest Management (NC II)	320 hours	Crop Production
14.	Rice Machinery Operation (NC II)	320 hours	Crop Production
15.	Slaughtering Operation (NC II)	160 hours	Animal Production
1.	Beauty/Nail Care (NC II)	160 hours	40 hours of the subject during exploratory Grade 7/8
2.	Attractions and Theme Parks (NC II)	160 hours	
3.	Bread and Pastry Production (NC II)	160 hours	
4.	Caregiving (NC II)	640 hours	40 hours of the subject during exploratory Grade 7/8
5.	Cookery (NC II)	320 hours	40 hours of the subject during exploratory Grade 7/8
6.	Dressmaking (NC II)	320 hours	
7.	Food and Beverage Services (NC II)	160 hours	
8.	Front Office Services (NC II)	160 hours	40 hours of the subject during exploratory Grade 7/8
9.	Hairdressing (NC II)	320 hours	
10.	Handicraft (Basketry, Macrame) (Non-NC)	160 hours	
11.	Handicraft (Fashion Accessories, Paper Craft) (Non-NC)	160 hours	
12.	Handicraft (Needlecraft) (Non-NC)	160 hours	
13.	Handicraft (Woodcraft, Leathercraft) (Non-NC)	160 hours	
14.	Household Services (NC II)	320 hours	40 hours of the subject during exploratory Grade 7/8
15.	Housekeeping (NC II)	160 hours	
16.	Tailoring (NC II)	320 hours	40 hours of the subject during exploratory Grade 7/8
17.	Tour Guiding Services (NC II)	160 hours	
18.	Tourism Promotion Services (NC II)	160 hours	
19.	Travel Services (NC II)	160 hours	
20.	Wellness Massage (NC II)	160 hours	

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	Specialization	Number of Hours	Pre-requisite
1.	ICT	Computer Hardware Servicing (NC II)	
2.		Animation (NC II)	
3.		Computer Programming (NC IV)	
4.		Contact Center Services (NC II)	
5.		Illustration (NC II)	
6.		Medical Transcription (NC II)	
7.		Technical Drafting (NC II)	
1.	INDUSTRIAL ARTS	Automotive Servicing (NC I)	
2.		Carpentry (NC II)	
3.		Consumer Electronics Servicing (NC II)	
4.		Electrical Installation and Maintenance (NC II)	
5.		Masonry (NC II)	
6.		Plumbing (NC I)	
7.		Plumbing (NC II)	Plumbing (NC I)
8.		Refrigeration and Airconditioning Servicing (NC II)	
9.		Shielded Metal Arc Welding (NC I)	
10.		Shielded Metal Arc Welding (NC II)	Shielded Metal Arc Welding (NC I)
11.		Tile Setting (NC II)	

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HOME ECONOMICS – HANDICRAFT (Leathercraft and Woodcraft)
(160 hours)

Course Description:

This curriculum guide on **Handicraft** (leathercraft and woodcraft) leads to a National Certificate Level II (NCII). This course is designed for a high school student to develop the knowledge, skills, and attitude for the tasks required by leathercraft and woodcraft. It covers the core competencies of (1) preparing tools and materials for leathercraft and woodcraft production, (2) application of procedures and techniques in leathercraft and woodcraft production, (3) producing leathercraft products, and (4) producing woodcraft products. The preliminaries of this specialization course include the following: 1) core concepts in handicraft (leathercraft and woodcraft), 2) discussion on the relevance of the course, and 3) exploration of career opportunities as a craftsman.

CONTENT	CONTENT STANDARD	PERFORMANCE STANDARD	LEARNING COMPETENCIES	CODE
Introduction 1. Core concepts in leathercraft and woodcraft 2. Relevance of the course 3. Career opportunities	The learner demonstrates an understanding of core concepts and theories in leathercraft and woodcraft.	The learner independently demonstrates core competencies in leathercraft and woodcraft.	1. Explain core concepts in leathercraft and woodcraft 2. Discuss the relevance of the course 3. Explore career opportunities as a Craftsman	
QUARTER 1				
LESSON 1: PREPARATION OF TOOLS AND MATERIALS FOR LEATHERCRAFT AND WOODCRAFT (PT)				
1. History of leathercraft and woodcraft			LO 1. Trace history and development of leathercraft and woodcraft 1.1 Discuss history and development of leathercraft and woodcraft	TLE_HEHC9-12PT-Ia-1
2. Kinds of Leathercraft projects/products 2.1. Wallet 2.2. Bag 2.3. Belt 3. Kinds of Woodcraft projects/products 3.1. Home decor			LO 2. Enumerate different kinds of leathercraft and woodcraft projects/products 2.1 Enumerate kinds of leathercraft and woodcraft projects/products 2.2 Discuss different kinds of leathercraft and woodcraft projects/products	TLE_HEHC9-12PT-Ib-c-2
4. Classification of materials, tools and equipment in leathercraft and woodcraft			LO 3. Select Materials, tools and equipment in leathercraft and woodcraft making 3.1 Identify materials, tools and equipment in leathercraft and woodcraft	TLE_HEHC9-12PT-Ib-c-3

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CONTENT	CONTENT STANDARD	PERFORMANCE STANDARD	LEARNING COMPETENCIES	CODE
			3.2 Demonstrate proper use of materials, tools and equipment in leathercraft	
5. Use of tools, materials and equipment in leathercraft and woodcraft projects/products			LO 4. Use basic tools in leathercraft and woodcraft 4.1. Explain the use of tools, materials and equipment in creating leathercraft and woodcraft products	TLE_HEHC9-12PT-Id-4
6. Methods and procedures / techniques in making leathercraft projects/products 6.1. Blocking/Crimping 6.2. Skiving operation 6.3. Leather splitting operation 6.4. Folding 6.5. Stitching/Lining 6.6. Stiffening/Pasting 6.7. Chilling 7. Methods and procedures / techniques in making woodcraft projects/products 7.1. Cutting 7.2. Carving 7.3. Varnishing			LO 5. Follow methods and procedures in leathercraft and woodcraft 5.1. Discuss different methods and procedures in making leathercraft and woodcraft projects/products 5.2. Follow procedures and techniques in making leathercraft projects/products 5.3. Discuss techniques in making woodcraft projects/products 5.4. Demonstrate methods/procedures in making woodcraft projects/products	TLE_HEHC9-12PT-Ie-g-5

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CONTENT	CONTENT STANDARD	PERFORMANCE STANDARD	LEARNING COMPETENCIES	CODE
8. Characteristics of quality leathercraft and woodcraft projects/products			LO 6. Describe quality leathercraft and woodcraft projects and products of 6.1. Discuss the different characteristics of quality leathercraft and woodcraft projects/products 6.2. Explain importance of quality leathercraft and woodcraft projects/products 6.3. Develop criteria for evaluating quality leathercraft and woodcraft projects/products 6.4. Apply elements of arts and principles of design in leathercraft and woodcraft projects/products 6.5. Select quality supply and materials for leathercraft and woodcraft projects/products	TLE_HEHC9-12PT-Ih-j-6
QUARTER 2				
LESSON 2: APPLICATION OF PROCEDURES AND TECHNIQUES IN MAKING LEATHERCRAFT AND WOODCRAFT PROJECTS (AP)				
1. Application of methods, procedures and techniques in making leathercraft and woodcraft projects/products 2. Leathercraft projects/products 2.1. Wallet 2.2. Bag 2.3. Belt 3. Woodcraft projects/products 3.1. Home décor, e.g. picture frames, vases, wooden figurines, carved wall decors, paper weights			LO 1. Produce quality leathercraft and woodcraft projects/ products 1.1 Discuss production of wallet, bag and belt 1.2 Create leathercraft projects/products of 1.1.1 Wallet 1.2.1 Bag 1.3.1 Belt 1.3 Discuss production of woodcraft projects/products 1.4 Create woodcraft projects/products 1.5 Make project proposal for leathercraft and woodcraft projects/products	TLE_HEHC9-12AP-IIa-j-7

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CONTENT	CONTENT STANDARD	PERFORMANCE STANDARD	LEARNING COMPETENCIES	CODE
4. Cost of production 4.1. Cost of raw materials 4.2. Pricing of products			LO 2. Compute for the cost of production and selling price of projects/products	TLE_HEHC9-12AP-IIa-j-8
5. Evaluation of the finished product			LO 3. Formulate criteria for evaluating leathercraft and woodcraft projects/products	TLE_HEHC9-12AP-IIa-j-9
QUARTER 3				
LESSON 3: PERFORM LEATHERCRAFT PRODUCTION (PL)				
1. Design and pattern for leathercraft 1.1. Wallet 1.2. Belt 1.3. Bag			LO 1. Plan a design and pattern for a leathercraft product 1.1 Discuss the design to be made	TLE_HEHC9-12PL-IIIa-j-10
2. Size and measurement of the product to be made 3. Cutting and lay out			LO 2. Get the measurement of the pattern of the project/product to be made 2.1 Cut the pattern 2.2 Lay out the cut materials	TLE_HEHC9-12PL-IIIa-j-11
4. Assembling of cut materials for the product			LO 3. Produce Leathercraft products 3.1 Wallet of different kinds 3.2 Belt 3.3 Bag 3.4 Apply creativity on each product	TLE_HEHC9-12PL-IIIa-j-12
5. Packaging of finished project/product			LO 4. Package the finished craft 4.1. Select appropriate quality packaging material for finished product 4.2. Apply creativity in packaging 4.3. Arrange product for packaging	TLE_HEHC9-12PL-IIIa-j-13
6. Evaluation of finished product			LO 5. Evaluate finished product (Use Rubrics)	TLE_HEHC9-12PL-IIIa-j-14
QUARTER 4				
LESSON 4: PERFORM WOODCRAFT PRODUCTION (PW)				
1. Home Decor 1.1. Picture frames			LO 1. Produce Woodcraft products 1.1 Home decor	TLE_HEHC9-12PW-IVa-j-15

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CONTENT	CONTENT STANDARD	PERFORMANCE STANDARD	LEARNING COMPETENCIES	CODE
1.2. Vases 1.3. Wooden Figurines 1.4. Carved Wall Decors 1.5. Paper Weights			1.2 Apply creativity on each product	
2. Finishing touches of woodcraft products 2.1. Types of finishing substances used for woodcraft products 2.1.1. Varnish, paint, etc.			LO 2. Apply finishing touches 2.1 Discuss finishing substances for woodcraft products 2.2 Demonstrate application of finishing substance 2.3 Apply finishing substance to finished product	TLE_HEHC9-12PW-IVa-j-16
3. Packaging of finished product			LO 3. Package the finished craft 3.1 Select appropriate quality packaging material for finished project 3.2 Apply creativity in packaging 3.3 Arrange product for packaging	TLE_HEHC9-12PW-IVa-j-17
4. Evaluation of the finished product			LO 4. Evaluate finished product (Use Rubrics)	TLE_HEHC9-12PW-IVa-j-18

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GLOSSARY**

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Code Book Legend

Sample: TLE_HEHC9-12PW-IVa-j-17

LEGEND		SAMPLE	
First Entry	Learning Area and Strand/ Subject or Specialization	Technology and Livelihood Education_Home Economics Woodcraft	TLE_HE HC 9-12
	Grade Level	Grade 9/10/11/12	
Uppercase Letter/s	Domain/Content/Component/ Topic	Perform Woodcraft Production	TM
			-
Roman Numeral <i>*Zero if no specific quarter</i>	Quarter	First Quarter	I
Lowercase Letter/s <i>*Put a hyphen (-) in between letters to indicate more than a specific week</i>	Week	Week One	a
			-
Arabic Number	Competency	Package the finished craft	1

DOMAIN/ COMPONENT	CODE
Preparation Of Tools And Materials For Macramé And Basketry	TM
Process In The Production Of Macramé And Basketry Projects/Products	PP
Perform Macramé Production	MP
Perform Basketry Production	BP
Preparation Of Tools And Materials For Macramé And Basketry	TM
Process In The Production Of Macramé And Basketry Projects/Products	PP
Perform Macramé Production	MP
Perform Basketry Production	BP
Preparation Of Tools And Materials For Leathercraft And Woodcraft	PT
Application Of Procedures And Techniques In Making Leathercraft And Woodcraft Projects	AP
Perform Leathercraft Production	PL
Perform Woodcraft Production	PW

Technology-Livelihood Education and Technical-Vocational Track specializations may be taken between Grades 9 to 12.

Schools may offer specializations from the four strands as long as the minimum number of hours for each specialization is met.

Please refer to the sample Curriculum Map on the next page for the number of semesters per Home Economics specialization and those that have pre-requisites. Curriculum Maps may be modified according to specializations offered by a school.

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 SAMPLE HOME ECONOMICS CURRICULUM MAP**

No.	Grade 7/8	Grade 9	Grade 10	Grade 11	Grade 12					
1	EXPLORATORY									
2						*Beauty/Nail Care (NC II)	Wellness Massage (NC II)		Hairdressing (NC II)	
3						2 sems	2 sems		4 sems	
4							*Caregiving (NC II)			8 sems
5							*Dressmaking (NC II)		Tailoring (NC II)	
6							4 sems		4 sems	
7										
8							*Front Office Services (NC II)	Travel Services (NC II)	Tour Guiding Services (NC II)	Tourism Promotion Services (NC II)
9										
10							2 sems	2 sems	2 sems	2 sems
11										
12							*Cookery (NC II)		Bread and Pastry Production (NC II)	Food and Beverage Services (NC II)
13								4 sems	2 sems	2 sems
14										
15							*Household Services (NC II)		Housekeeping (NC II)	Attractions and Theme Parks (NC II)
16								4 sems	2 sems	2 sems
17										
18							Handicraft (Non-NC) Needlecraft	Handicraft (Non-NC) Fashion Accessories, Paper Craft	Handicraft (Non-NC) Basketry, Macrame	Handicraft (Non-NC) Woodcraft, Leathercraft
19										
20							2 sems	2 sems	2 sems	2 sems

* Students cannot take a specialization if they have not taken 40 hours of the subject in Grades 7 or 8