

**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.

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

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		<b>Specialization</b>	<b>Number of Hours</b>	<b>Pre-requisite</b>
1.	<b>ICT</b>	Computer Hardware Servicing (NC II)	320 hours	
2.		Animation (NC II)	320 hours	
3.		Computer Programming (NC IV)	320 hours	
4.		Contact Center Services (NC II)	320 hours	
5.		Illustration (NC II)	320 hours	
6.		Medical Transcription (NC II)	320 hours	
7.		Technical Drafting (NC II)	320 hours	
1.	<b>INDUSTRIAL ARTS</b>	Automotive Servicing (NC I)	640 hours	
2.		Carpentry (NC II)	640 hours	
3.		Consumer Electronics Servicing (NC II)	640 hours	
4.		Electrical Installation and Maintenance (NC II)	640 hours	
5.		Masonry (NC II)	320 hours	
6.		Plumbing (NC I)	320 hours	
7.		Plumbing (NC II)	320 hours	Plumbing (NC I)
8.		Refrigeration and Airconditioning Servicing (NC II)	640 hours	
9.		Shielded Metal Arc Welding (NC I)	320 hours	
10.		Shielded Metal Arc Welding (NC II)	320 hours	Shielded Metal Arc Welding (NC I)
11.		Tile Setting (NC II)	320 hours	

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(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
<b>Introduction</b> 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	
<b>QUARTER 1</b> <b>LESSON 1: PREPARATION OF TOOLS AND MATERIALS FOR LEATHERCRAFT AND WOODCRAFT (PT)</b>				
<b>1.</b> History of leathercraft and woodcraft			<b>LO 1. Trace history and development of leathercraft and woodcraft</b> 1.1 Discuss history and development of leathercraft and woodcraft	<b>TLE_HEHC9-12PT-Ia-1</b>
<b>2.</b> Kinds of Leathercraft projects/products 2.1. Wallet 2.2. Bag 2.3. Belt <b>3.</b> Kinds of Woodcraft projects/products 3.1. Home decor			<b>LO 2. Enumerate different kinds of leathercraft and woodcraft projects/products</b> 2.1 Enumerate kinds of leathercraft and woodcraft projects/products 2.2 Discuss different kinds of leathercraft and woodcraft projects/products	<b>TLE_HEHC9-12PT-Ib-c-2</b>
<b>4.</b> Classification of materials, tools and equipment in leathercraft and woodcraft			<b>LO 3. Select Materials, tools and equipment in leathercraft and woodcraft making</b> 3.1 Identify materials, tools and equipment in leathercraft and woodcraft	<b>TLE_HEHC9-12PT-Ib-c-3</b>

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CONTENT	CONTENT STANDARD	PERFORMANCE STANDARD	LEARNING COMPETENCIES	CODE
			<b>3.2</b> Demonstrate proper use of materials, tools and equipment in leathercraft	
5. Use of tools, materials and equipment in leathercraft and woodcraft projects/products			<b>LO 4. Use basic tools in leathercraft and woodcraft</b> 4.1. Explain the use of tools, materials and equipment in creating leathercraft and woodcraft products	<b>TLE_HEHC9-12PT-Id-4</b>
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			<b>LO 5. Follow methods and procedures in leathercraft and woodcraft</b> 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	<b>TLE_HEHC9-12PT-Ie-g-5</b>

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CONTENT	CONTENT STANDARD	PERFORMANCE STANDARD	LEARNING COMPETENCIES	CODE
8. Characteristics of quality leathercraft and woodcraft projects/products			<b>LO 6. Describe quality leathercraft and woodcraft projects and products of</b> 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	<b>TLE_HEHC9-12PT-Ih-j-6</b>
<b>QUARTER 2</b> <b>LESSON 2: APPLICATION OF PROCEDURES AND TECHNIQUES IN MAKING LEATHERCRAFT AND WOODCRAFT PROJECTS (AP)</b>				
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			<b>LO 1. Produce quality leathercraft and woodcraft projects/ products</b> <b>1.1</b> Discuss production of wallet, bag and belt <b>1.2</b> Create leathercraft projects/products of 1.1.1 Wallet 1.2.1 Bag 1.3.1 Belt <b>1.3</b> Discuss production of woodcraft projects/products <b>1.4</b> Create woodcraft projects/products <b>1.5</b> Make project proposal for leathercraft and woodcraft projects/products	<b>TLE_HEHC9-12AP-IIa-j-7</b>

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

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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.			<b>LO 2. Apply finishing touches</b> 2.1 Discuss finishing substances for woodcraft products 2.2 Demonstrate application of finishing substance 2.3 Apply finishing substance to finished product	<b>TLE_HEHC9-12PW-IVa-j-16</b>
3. Packaging of finished product			<b>LO 3. Package the finished craft</b> 3.1 Select appropriate quality packaging material for finished project 3.2 Apply creativity in packaging <b>3.3</b> Arrange product for packaging	<b>TLE_HEHC9-12PW-IVa-j-17</b>
4. Evaluation of the finished product			<b>LO 4. Evaluate finished product (Use Rubrics)</b>	<b>TLE_HEHC9-12PW-IVa-j-18</b>

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**GLOSSARY**



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**Code Book Legend**

**Sample: TLE\_HEHC9-12PW-IVa-j-17**

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

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	<b>EXPLORATORY</b>	*Beauty/Nail Care (NC II)	Wellness Massage (NC II)		
2				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		*Front Office Services (NC II)	Travel Services (NC II)	Tour Guiding Services (NC II)	Tourism Promotion Services (NC II)
8					
9		2 sems	2 sems	2 sems	2 sems
10					
11		*Cookery (NC II)		Bread and Pastry Production (NC II)	Food and Beverage Services (NC II)
12			4 sems	2 sems	2 sems
13		*Household Services (NC II)		Housekeeping (NC II)	Attractions and Theme Parks (NC II)
14			4 sems	2 sems	2 sems
15					
16		Handicraft (Non-NC) Needlecraft	Handicraft (Non-NC) Fashion Accessories, Paper Craft	Handicraft (Non-NC) Basketry, Macrame	Handicraft (Non-NC) Woodcraft, Leathercraft
17					
18		2 sems	2 sems	2 sems	2 sems
19					
20					

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