

K to 12 BASIC EDUCATION CURRICULUM
JUNIOR HIGH SCHOOL TECHNOLOGY AND LIVELIHOOD EDUCATION AND SENIOR HIGH SCHOOL TECHNICAL-VOCATIONAL LIVELIHOOD TRACK
HOME ECONOMICS – HANDICRAFT (FASHION ACCESSORIES AND PAPER CRAFT)
(160 hours)

These are the specializations and their pre-requisites. These lists should be used as reference for curriculum maps.

AGRI-FISHERY ARTS

	Specialization	Number of Hours	Pre-requisite
1.	Agricultural Crops Production (NC I)	320 hours	
2.	Agricultural Crops Production (NC II) <i>updated based on TESDA Training Regulations published December 28, 2013</i>	640 hours	
3.	Agricultural Crops Production (NC III)	640 hours	Agricultural Crops Production (NC II)
4.	Animal Health Care Management (NC III)	320 hours	Animal Production (Poultry-Chicken) (NC II) or Animal Production (Ruminants) (NC II) or Animal Production (Swine) (NC II)
5.	Animal Production (Poultry-Chicken) (NC II) <i>updated based on TESDA Training Regulations published December 28, 2013</i>	320 hours	
6.	Animal Production (Large Ruminants) (NC II) <i>updated based on TESDA Training Regulations published December 28, 2013</i>	320 hours	
7.	Animal Production (Swine) (NC II) <i>updated based on TESDA Training Regulations published December 28, 2013</i>	320 hours	
8.	Aquaculture (NC II)	640 hours	
9.	Artificial Insemination (Large Ruminants) (NC II)	160 hours	Animal Production (Large Ruminants) (NC II)
10.	Artificial Insemination (Swine) (NC II)	160 hours	Animal Production (Swine) (NC II)
11.	Fish Capture (NC II)	640 hours	
12.	Fishing Gear Repair and Maintenance (NC III)	320 hours	
13.	Fish-Products Packaging (NC II)	320 hours	
14.	Fish Wharf Operation (NC I)	160 hours	
15.	Food Processing (NC II)	640 hours	
16.	Horticulture (NC III)	640 hours	Agricultural Crops Production (NC II)
17.	Landscape Installation and Maintenance (NC II)	320 hours	
18.	Organic Agriculture (NC II)	320 hours	
19.	Pest Management (NC II)	320 hours	
20.	Rice Machinery Operations (NC II)	320 hours	
21.	Rubber Processing (NC II)	320 hours	
22.	Rubber Production (NC II)	320 hours	
23.	Slaughtering Operations (Hog/Swine/Pig) (NC II)	160 hours	

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HOME ECONOMICS

	Specialization	Number of Hours	Pre-requisite
1.	Attractions and Theme Parks Operations with Ecotourism (NC II)	160 hours	
2.	Barbering (NC II)	320 hours	
3.	Bartending (NC II)	320 hours	
4.	Beauty/Nail Care (NC II)	160 hours	
5.	Bread and Pastry Production (NC II)	160 hours	
6.	Caregiving (NC II)	640 hours	
7.	Commercial Cooking (NC III)	320 hours	Cookery (NC II)
8.	Cookery (NC II)	320 hours	
9.	Dressmaking (NC II)	320 hours	
10.	Events Management Services (NC III)	320 hours	
11.	Fashion Design (Apparel) (NC III)	640 hours	Dressmaking (NC II) or Tailoring (NC II)
12.	Food and Beverage Services (NC II) <i>updated based on TESDA Training Regulations published December 28, 2013</i>	160 hours	
13.	Front Office Services (NC II)	160 hours	
14.	Hairdressing (NC II)	320 hours	
15.	Hairdressing (NC III)	640 hours	Hairdressing (NC II)
16.	Handicraft (Basketry, Macrame) (Non-NC)	160 hours	
17.	Handicraft (Fashion Accessories, Paper Craft) (Non-NC)	160 hours	
18.	Handicraft (Needlecraft) (Non-NC)	160 hours	
19.	Handicraft (Woodcraft, Leathercraft) (Non-NC)	160 hours	
20.	Housekeeping (NC II) <i>updated based on TESDA Training Regulations published December 28, 2013</i>	160 hours	
21.	Local Guiding Services (NC II)	160 hours	
22.	Tailoring (NC II)	320 hours	
23.	Tourism Promotion Services (NC II)	160 hours	
24.	Travel Services (NC II)	160 hours	
25.	Wellness Massage (NC II)	160 hours	

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INDUSTRIAL ARTS

	Specialization	Number of Hours	Pre-requisite
1.	Automotive Servicing (NC I) <i>updated based on TESDA Training Regulations published December 28, 2013</i>	640 hours	
2.	Automotive Servicing (NC II)	640 hours	Automotive Servicing (NC I)
3.	Carpentry (NC II)	640 hours	
4.	Carpentry (NC III)	320 hours	Carpentry (NC II)
5.	Construction Painting (NC II)	160 hours	
6.	Domestic Refrigeration and Air-conditioning (DOMRAC) Servicing (NC II)	640 hours	
7.	Driving (NC II)	160 hours	
8.	Electrical Installation and Maintenance (NC II)	640 hours	
9.	Electric Power Distribution Line Construction (NC II)	320 hours	Electrical Installation and Maintenance (NC II)
10.	Electronic Products Assembly and Servicing (NC II) <i>updated based on TESDA Training Regulations published December 28, 2013</i>	640 hours	
11.	Furniture Making (Finishing) (NC II)	640 hours	
12.	Instrumentation and Control Servicing (NC II)	320 hours	Electronic Products Assembly and Servicing (EPAS) (NC II)
13.	Gas Metal Arc Welding (GMAW) (NC II)	320 hours	Shielded Metal Arc Welding (SMAW) (NC II)
14.	Gas Tungsten Arc Welding (GTAW) (NC II)	320 hours	Shielded Metal Arc Welding (GMAW) (NC II)
15.	Machining (NC I)	640 hours	
16.	Machining (NC II)	640 hours	Machining (NC I)
17.	Masonry (NC II)	320 hours	
18.	Mechatronics Servicing (NC II)	320 hours	Electronic Products Assembly and Servicing (EPAS) (NC II)
19.	Motorcycle/Small Engine Servicing (NC II)	320 hours	
20.	Plumbing (NC I)	320 hours	
21.	Plumbing (NC II)	320 hours	Plumbing (NC I)
22.	Refrigeration and Air-Conditioning (Packaged Air-Conditioning Unit [PACU]/Commercial Refrigeration Equipment [CRE]) Servicing (NC III)	640 hours	Domestic Refrigeration and Air-conditioning (DOMRAC) Servicing (NC II)
23.	Shielded Metal Arc Welding (NC I)	320 hours	
24.	Shielded Metal Arc Welding (NC II)	320 hours	Shielded Metal Arc Welding (NC I)
25.	Tile Setting (NC II)	320 hours	
26.	Transmission Line Installation and Maintenance (NC II)	640 hours	Electrical Installation and Maintenance (NC II)

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INFORMATION, COMMUNICATIONS AND TECHNOLOGY (ICT)

	Specialization	Number of Hours	Pre-requisite
1.	Animation (NC II)	320 hours	
2.	Broadband Installation (Fixed Wireless Systems) (NC II)	160 hours	Computer Systems Servicing (NC II)
3.	Computer Programming (.Net Technology) (NC III) <i>updated based on TESDA Training Regulations published December 28, 2013</i>	320 hours	
4.	Computer Programming (Java) (NC III) <i>updated based on TESDA Training Regulations published December 28, 2013</i>	320 hours	
5.	Computer Programming (Oracle Database) (NC III) <i>updated based on TESDA Training Regulations published December 28, 2013</i>	320 hours	
6.	Computer Systems Servicing (NC II) <i>updated based on TESDA Training Regulations published December 28, 2007</i>	640 hours	
7.	Contact Center Services (NC II)	320 hours	
8.	Illustration (NC II)	320 hours	
9.	Medical Transcription (NC II)	320 hours	
10.	Technical Drafting (NC II)	320 hours	
11.	Telecom OSP and Subscriber Line Installation (Copper Cable/POTS and DSL) (NC II)	320 hours	Computer Systems Servicing (NC II)
12.	Telecom OSP Installation (Fiber Optic Cable) (NC II)	160 hours	Computer Systems Servicing (NC II)

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Course Description:

This curriculum guide in **Handicraft (Fashion Accessories and Paper Craft)** course is designed for a high school student ought to develop knowledge, skills, and attitude to perform the tasks on Fashion Accessories, Paper craft and Recycling. It covers core competencies namely; (1) creating fashion accessories; (2) production of paper craft projects – origami (vases/frames); and (3) production of fashion accessories.

CONTENT	CONTENT STANDARD	PERFORMANCE STANDARD	LEARNING COMPETENCIES	CODE
Introduction 1. Core concepts in making Fashion Accessories, Paper Craft and Recycling 2. Relevance of the course 3. Career opportunities	The learner demonstrates understanding of core concepts and theories in making Fashion Accessories and Paper Craft	The learner independently demonstrates core competencies in making Fashion Accessories and Paper Craft	1. Explain core concepts in making Fashion Accessories, Paper Craft and Recycling 2. Discuss the relevance of the course 3. Explore opportunities for a career in making Fashion Accessories and Paper Craft	
QUARTER 1				
Lesson 1: CREATE FASHION ACCESSORIES (FA)				
1. History of Fashion Accessory 2. Kinds of Fashion Accessory products/projects: 2.1. Earrings 2.2. Necklace 2.3. Ring 2.4. Hand and head bands 2.5. Brooch 2.6. Belts 2.7. Skirt	The learner demonstrates understanding of concepts, theories and techniques in making Fashion Accessories	The learner independently demonstrates common competencies in making Fashion Accessories.	LO 1:Trace the history & development of fashion accessory production 1.1 Discuss history and development of Fashion Accessory 1.2 Analyze relevance of Fashion Accessory products LO 2: Enumerate different kinds of fashion accessory projects / products 2.1 Enumerate kinds of fashion accessory projects / products 2.2 Discuss different kinds of fashion accessory projects / products	TLE_HEHC9-12FA-Ia-b-1 TLE_HEHC9-12FA-Ic-d-2
<ul style="list-style-type: none"> Classification of materials, tools and equipment in making fashion accessories 			LO 3: Select materials tools and equipment in making fashion accessories 3.1 Identify materials tools and equipment in making fashion accessories.	TLE_HEHC9-12FA-Id-3

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CONTENT	CONTENT STANDARD	PERFORMANCE STANDARD	LEARNING COMPETENCIES	CODE
			3.2 Describe each material, tools equipment for making Fashion Accessories.	
<ul style="list-style-type: none"> Use of tools, materials and equipment in fashion accessory projects / products 			LO 4: Use basic tools in fashion accessory 4.1 Discuss the functions and uses of each materials, tools and equipment 4.2 Demonstrate techniques and procedures in using the tools in making fashion accessory	TLE_HEHC9-12FA-Id-4
Lesson 2: CALCULATE AND PRODUCE FASHION ACCESSORY MATERIALS (FM)				
1. Cost of materials for fashion accessories 2. Buying fashion accessory			LO 5: Identify Fashion Accessory cost component 5.1 Compute production cost 5.2 Purchase fashion accessory materials	TLE_HEHC9-12FM-Ie-j-5
QUARTER 2				
Lesson 3: PREPARATION AND PRODUCTION OF FASHION ACCESSORIES (PA)				
1. Methods and procedures / techniques in making fashion accessory projects / products 1.1. Cutting 1.2. Pasting 1.3. Varnishing			LO 1: Follow methods and procedures in making fashion accessory 1.1 Discuss different methods, techniques and procedures in making Fashion Accessory projects / products 1.2 Follow procedures and techniques in making Fashion Accessory projects / products 1.3 Demonstrate methods / procedures in making Fashion Accessory projects / products	TLE_HEHC9-12PA-IIa-e-6

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CONTENT	CONTENT STANDARD	PERFORMANCE STANDARD	LEARNING COMPETENCIES	CODE
2. Characteristics of quality fashion accessories			LO 2: Describe quality projects / products of Fashion Accessory 2.1 Discuss the different characteristics of a quality fashion accessory projects / products 2.2 Explain importance of a quality projects / products of fashion accessory 2.3 Formulate criteria for evaluating quality projects / products of fashion accessory 2.4 Apply elements of arts and principles of design in fashion accessory projects / products 2.5 Select quality supply and materials for fashion accessory	TLE_HEHC9-12PA-IIf-h-7
3. Packaging and dispatching of finished fashion accessory			LO 3: Prepare packaging of finished Fashion Accessory 3.1 Select appropriate quality packaging materials for fashion accessory 3.2 Apply creativity in packaging 3.3 Arrange projects in packaging 3.4 Hands-on packaging	TLE_HEHC9-12PA-IIi-j-8
4. Evaluation of the finished product			LO 4: Evaluate finished product (Use Rubrics)	TLE_HEHC9-12PA-II-i-j-9
QUARTER 3				
Lesson 4: PERFORM ORIGAMI PRODUCTION - PAPER CRAFT (VASE/FRAMES) (OP)				
1. History of Origami	The learner demonstrates understanding of concepts, theories and techniques in making Origami	The learner independently demonstrates common competencies in making Origami.	LO 1:Trace the history & development of origami, paper mache (vases) production 1.1 Discuss history and development of Origami 1.2 Analyze relevance of Origami	TLE_HEHC9-12OP-IIIa-c10

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CONTENT	CONTENT STANDARD	PERFORMANCE STANDARD	LEARNING COMPETENCIES	CODE
2. Design and pattern for origami 3. Vases 4. Frames			LO 2: Plan a design and pattern for an origami paper craft (vases/frames) 2.1 Discuss the design to be made 2.2 Sketch the design	TLE_HEHC9-12OP-IIIId-e-11
5. Materials for making origami (vases/frames) 6. Paper 7. Paste			LO 3: Select materials for making origami 3.1 Identify materials suited for making a origami	TLE_HEHC9-12OP-IIIf-12
8. Procedures in making origami 9. Folding 10. Cutting 11. Pasting			LO 4: Follow methods and procedures in making origami 4.1 Discuss different methods, techniques and procedures in making origami projects / products 4.2 Follow procedures and techniques in making origami projects / products 4.3 Demonstrate methods / procedures in making origami projects / products	TLE_HEHC9-12OP-IIIg-13
12. Projects for Origami 13. Vases 14. Frames			LO 5: Produce the following products 5.1 vases 5.2 frames	TLE_HEHC9-12OP-IIIf-j-14
QUARTER 4:				
LESSON 5: PERFORM ORIGAMI PRODUCTION – PAPER CRAFT (VASE/FRAMES) (OP)				
15. Characteristics of quality origami Paper craft (Vase/Frames)			LO 6: Describe quality projects and products of origami 6.1 Discuss the different characteristics of a quality origami projects / products 6.2 Explain importance of a quality projects / products of origami	TLE_HEHC9-12OP-IVa-e-15

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CONTENT	CONTENT STANDARD	PERFORMANCE STANDARD	LEARNING COMPETENCIES	CODE
			6.3 Formulate criteria for evaluating quality projects / products of origami 6.4 Apply elements of arts and principles of design in origami projects / products 6.5 Select quality supply and materials for origami	
16. Packaging of finished projects / products			LO 7: Package the finished origami paper craft (vases/frames) 7.1 Select appropriate quality packaging material for fashion accessory 7.2 Apply creativity in packaging 7.3 Arrange projects in packaging 7.4 Hands-on packaging	TLE_HEHC9-12OP-IVf-j-16
17. Evaluation of the finished product			LO 8: Evaluate finished product (Use Rubrics)	TLE_HEHC9-12OP-IVf-j-17

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CODE BOOK LEGEND

Sample: TLE_HEHC9-12OP-IVf-16

LEGEND		SAMPLE		DOMAIN/ COMPONENT	CODE
First Entry	Learning Area and Strand/ Subject or Specialization	Technology and Livelihood Education_Home Economics Handicraft	TLE_HE HC 9-12	Personal Entrepreneurial Competencies	PECS
	Grade Level	Grade 9/10/11/12		Environment And Market	EM
Uppercase Letter/s	Domain/Content/ Component/ Topic	Perform Origami Production - Paper Craft	OP	Produce Embroidered Article	EA
				Produce Recycled Project	RP
				Produce Wrapped Gift Items	WG
				Embroidery	PE
				Crocheting	PC
Roman Numeral <i>*Zero if no specific quarter</i>	Quarter	Fourth Quarter	IV	Knitting	PK
Lowercase Letter/s <i>*Put a hyphen (-) in between letters to indicate more than a specific week</i>	Week	Week six	f	Quilting	PQ
				Create Fashion Accessories	FA
				Calculate And Produce Fashion Accessory Materials	FM
				Preparation And Production Of Fashion Accessories	PA
Arabic Number	Competency	Package the finished origami paper craft (vases/frames)	16	Perform Origami Production - Paper Craft (Vase/Frames)	OP

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 (as of May 2016)**

GRADE 7/8 (EXPLORATORY)				GRADES 9-12				
EXPLORATORY		Beauty/Nail Care (NC II) <small>2 sems</small>		Wellness Massage (NC II) <small>2 sems</small>		Hairdressing (NC II) <small>4 sems</small>		
				*Hairdressing (NC III)			<small>8 sems</small>	
			Barbering (NC II) <small>4 sems</small>					
			Dressmaking (NC II) <small>4 sems</small>		Tailoring (NC II) <small>4 sems</small>			
				*Fashion Design (Apparel) (NC III)			<small>8 sems</small>	
				*Caregiving (NC II)			<small>8 sems</small>	
			Bartending (NC II) <small>4 sems</small>		Bread and Pastry Production (NC II) <small>2 sems</small>		Food and Beverage Services (NC II)⁺ <small>updated based on TESDA Training Regulations published December 28, 2013</small> <small>2 sems</small>	
			Cookery (NC II) <small>4 sems</small>		*Commercial Cooking (NC III)		<small>4 sems</small>	
			Front Office Services (NC II) <small>2 sems</small>		Travel Services (NC II) <small>2 sems</small>		Local Guiding Services (NC II) <small>2 sems</small>	Tourism Promotion Services (NC II) <small>2 sems</small>
			Housekeeping (NC II)⁺ <small>updated based on TESDA Training Regulations published December 28, 2013</small> <small>2 sems</small>		Attractions and Theme Parks (NC II) <small>2 sems</small>		Event Management Services (NC III) <small>4 sems</small>	
			Handicraft (Non-NC) Needlecraft <small>2 sems</small>		Handicraft (Non-NC) Fashion Accessories, Paper Craft <small>2 sems</small>		Handicraft (Non-NC) Basketry, Macrame <small>2 sems</small>	Handicraft (Non-NC) Woodcraft, Leathercraft <small>2 sems</small>

* Please note that these subjects have pre-requisites mentioned in the CG.

+ CG updated based on new Training Regulations of TESDA.

Other specializations with no pre-requisites may be taken up during these semesters.

****This is just a sample. Schools make their own curriculum maps considering the specializations to be offered. Subjects may be taken up at any point during Grades 9-12.**

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