

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)
(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 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 3.2 Demonstrate proper use of materials, tools and equipment in leathercraft	TLE_HEHC9-12PT-Ib-c-3
5. Use of tools, materials and equipment in leathercraft and woodcraft projects/products			LO 4. Use basic tools in leathercraft and woodcraft	TLE_HEHC9-12PT-Id-4

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CONTENT	CONTENT STANDARD	PERFORMANCE STANDARD	LEARNING COMPETENCIES	CODE
			4.1. Explain the use of tools, materials and equipment in creating leathercraft and woodcraft products	
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
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

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CONTENT	CONTENT STANDARD	PERFORMANCE STANDARD	LEARNING COMPETENCIES	CODE
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
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

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CONTENT	CONTENT STANDARD	PERFORMANCE STANDARD	LEARNING COMPETENCIES	CODE
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 1.2. Vases 1.3. Wooden Figurines 1.4. Carved Wall Decors 1.5. Paper Weights			LO 1. Produce Woodcraft products 1.1 Home decor 1.2 Apply creativity on each product	TLE_HEHC9-12PW-IVa-j-15
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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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 (as of May 2016)**

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

* 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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References:

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