



Republic of the Philippines
Department of Education
DepEd Complex, Meralco Avenue
Pasig City



K TO 12 CURRICULUM GUIDE

**EDUKASYONG PANTAHANAN AT
PANGKABUHAYAN (EPP)**

and

**TECHNOLOGY AND LIVELIHOOD EDUCATION
(TLE)**

Grade 4 to Grade 6

May 2016

**K to 12 BASIC EDUCATION CURRICULUM
GRADE 6**

CONTENT	CONTENT STANDARD	PERFORMANCE STANDAR	LEARNING COMPETENCIES	CODE	LEARNING MATERIALS
Grade 6 – ICT and ENTREPRENEURSHIP					
1. The ideal entrepreneur	demonstrates knowledge and skills that will lead to one becoming an ideal entrepreneur	sells products based on needs and demands	1.1. identifies the sellers and buyers	TLEIE6-0a-1	Apex Entrep Lesson 1 Understanding Market.
			1.2. produces simple products	TLEIE6-0a-2	
			1.3. buys and sells products based on needs	TLEIE6-0b-3	
			1.4. sells products based on needs and demands in school and community	TLEIE6-0b-4	
2. Safe and responsible use of ICT	demonstrates knowledge and skills in the safe and responsible use of wikis, blogs, and audio and video conferencing tools	practices safe and responsible use of wikis, blogs, and audio and video conferencing tools	2.1. posts and shares materials on wikis in a safe and responsible manner	TLEIE6-0c-5	
			2.2. posts and shares materials on blogs in a safe and responsible manner	TLEIE6-0c-6	
			2.3. participates in video and audio conferences in a safe and responsible manner	TLEIE6-0d-7	
3. Gathering and organizing information using ICT	demonstrates knowledge and skills in using online survey tools	conducts a survey using online tools	3.1 explains the advantages and disadvantages of using online tools to gather data	TLEIE6-0d-8	
			3.2 creates an online survey form	TLEIE6-0e-9	
			3.3 disseminates an online survey form	TLEIE6-0e-10	
			3.4 processes online survey data	TLEIE6-0f-11	
4. Analyzing information using ICT	demonstrates knowledge and skills in performing advanced calculations on numerical data using an electronic spreadsheet tool	processes and summarizes numerical data using advanced functions and formulas in an electronic spreadsheet tool	4.1 uses functions and formulas in an electronic spreadsheet tool to perform advanced calculations on numerical data	TLEIE6-0f-12	

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CONTENT	CONTENT STANDARD	PERFORMANCE STANDAR	LEARNING COMPETENCIES	CODE	LEARNING MATERIALS
5. Communicating and collaborating using ICT	demonstrates knowledge and skills in using audio, video conferencing tools, and e-group	communicates and collaborates online through audio, video conferencing, and e-group	5.1 uses audio and video conferencing tools to share ideas and work with others online	TLEIE6-0g-13	
			5.2 uses an e-group to share ideas and work with others	TLEIE6-0h-14	
6. Creating knowledge products	demonstrates knowledge and skills to create knowledge products	creates a multimedia knowledge product	6.1 uses the advanced features of a slide presentation tool to create a multimedia presentation with text, graphics, and photos; hyperlinked elements; animation; and embedded audio and/or video	TLEIE6-0i-15	
			6.2 uses the moviemaking software to create a multimedia presentation	TLEIE6-0j-16	
Grade 6 – AGRICULTURE					
<i>Planting Trees and Fruit Trees</i> 1. Propagating trees and fruit trees	demonstrates an understanding of scientific practices in planting trees and fruit trees	applies knowledge and skills in planting trees and fruit trees	1.1 discusses the importance of planting and propagating trees and fruit-bearing trees and marketing seedlings. 1.1.1 explains benefits derived from planting trees and fruit-bearing trees to families and communities 1.1.2 identifies successful orchard growers in the community or adjacent communities	TLE6AG-0a-1	1. MISOSA-VI Asekswal/Artipisyal na Pagpaparami ng Halaman. 2. MISOSA-VI Kahalagahan ng Kasanayan sa Pagtanim ng Puno/bungang kahoy. 3. EASE TLE I Agriculture. Module no. 1
			1.2 uses technology in the conduct of survey to find out the following: 1.2.1 elements to be observed in planting trees and fruit-bearing trees . 1.2.2 market demands for fruits		

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CONTENT	CONTENT STANDARD	PERFORMANCE STANDAR	LEARNING COMPETENCIES	CODE	LEARNING MATERIALS
			1.2.3 sources of fruit-bearing trees 1.2.4 famous orchard farms in the country		
			1.3 conduct a survey to identify: 1.3.1 types of orchard farms 1.3.2 trees appropriate for orchard gardening based on location, climate, and market demands 1.3.3 proper way of planting/propagating trees and fruit-bearing trees (budding, marcotting, grafting) 1.3.4 sources of fruit-bearing trees 1.3.5 how to care for seedlings	TLE6AG-0c-3	MISOSA-VI Asekswal/Artipisyal na Pagpaparami ng Halaman.
			1.4 prepares layout design of an orchard garden using the information gathered	TLE6AG-0c-4	OHSP TLE Agri-Fishery_Quarter 1 & 2. Module no. 3
			1.5 propagates trees and fruit-bearing trees using scientific processes 1.5.1 identifies the appropriate tools and equipment in plant propagation and their uses 1.5.2 demonstrates scientific ways of propagating fruit-bearing trees 1.5.3 observes healthy and safety measures in propagating fruit-bearing trees	TLE6AG-0d-5	
			1.6 performs systematic and scientific ways of caring orchard trees/ seedlings such as watering, culvating, preparing, and applying organic fertilizer 1.6.1 uses different ways of preparing organic fertilizer and pesticides through Internet/library 1.6.2 explains the benefits of using organic fertilizer and locally	TLE6AG-0e-6	

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CONTENT	CONTENT STANDARD	PERFORMANCE STANDAR	LEARNING COMPETENCIES	CODE	LEARNING MATERIALS
			1.6.3 made pesticides toward sustainable development observes healthy and safety measures in formulating fertilizer and organic pesticides 1.6.4 keeps record of growth/progress of seedlings		
			1.7 markets fruits and seedlings 1.7.1 applies scientific knowledge and skills in identifying fruits and seedlings ready for sale 1.7.2 keeps updated record of trees/seedlings for sale 1.7.3 plans marketing strategy to be used in selling 1.7.4 uses online marketing of orchard trees/seedlings 1.7.5 prepares flyers or brochures	TLE6AG-Of-7	
			1.8 develops plan for expansion of planting trees and seedling production	TLE6AG-0g-8	
2. Animal/fish raising	demonstrates an understanding of scientific processes in animal/ fish raising	applies knowledge and skills, and develops one's interest I animal/ fish raising	2.1 conducts survey to find out: 2.1.1 persons in the community whose occupation is animal (four-legged) /fish raising 2.1.2 kinds of four-legged animals/fish being raised as means of livelihood 2.1.3 possible hazards that animal raising can cause to the people and community 2.1.4 ways to prevent hazards brought about by raising animals 2.1.5 market demands for animal/fish products and byproducts 2.1.6 direct consumers or retailers	TLE6AG-0h-9	

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CONTENT	CONTENT STANDARD	PERFORMANCE STANDAR	LEARNING COMPETENCIES	CODE	LEARNING MATERIALS
			2.1.7 benefits that can be derived from animal/fish raising 2.1.8 stories of successful entrepreneurs in animal/fish raising		
			2.2 plans for the family's animal raising project 2.2.1 identifies animal/s to be raised as an alternative source of income for the family (e.g, goat, hogs, fish) 2.2.2 prepares list of needed materials to start the project 2.2.3 prepares schedule of work for raising, caring, processing, and marketing of products and byproduct 2.2.4 records potential income, expenses, and gains	TLE6AG-0i-10	1. MISOSA-VI Pagpapalano sa Pag-aalaga ng Hayop. 2. Makabuluhang Gawaing Pangkabuhayan Aralin 30 at 33
			2.3 implements plan on animal/fish raising 2.3.1 monitors growth and progress 2.3.2 keeps an updated record of growth/progress 2.3.3 expands/enhances one's knowledge of animal/fish raising using the Internet	TLE6AG-0i-11	
			2.4 implements plan on animal/fish raising 2.4.1 monitors growth and progress 2.4.2 keeps an updated record of growth/progress 2.4.3 expands/enhances one's knowledge of animal/fish raising using the Internet	TLE6AG-0j-12	
			2.5 manages marketing of animal/fish raised 2.5.1 discusses indicators for harvesting/capturing	TLE6AG-0j-13	

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CONTENT	CONTENT STANDARD	PERFORMANCE STANDAR	LEARNING COMPETENCIES	CODE	LEARNING MATERIALS
			2.5.2 demonstrates skill in harvesting/capturing animal/fish 2.5.3 prepares marketing strategy by asking help from others or using the Internet 2.5.4 markets animals/fish harvested/captured 2.5.5 computes the income earned from marketed products (Gross Sale – Expenses = Net income) 2.5.6 prepares plans for expansion of animal-raising venture		
Grade 6 – HOME ECONOMICS					
1. Management of family resources	demonstrates an understanding of and skills in managing family resources	manages family resources applying the principles of home management	1.1 identifies family resources and needs (human, material, and nonmaterial) 1.1.1 lists of family resources 1.1.2 lists of basic and social needs	TLE6HE-0a-1	T.H.E II Teacher’s Manual. 1991. pp. 18
			1.2 enumerates sources of family income	TLE6HE-0a-2	
			1.3 allocates budget for basic and social need such as: 1.3.1 food and clothing 1.3.2 shelter and education 1.3.3 social needs: social and moral obligations (birthdays, baptisms, etc.), family activities, school affairs 1.3.4 savings/emergency budget (health, house repair)	TLE6HE-0b-3	T.H.E II Teacher’s Manual. 1991. pp. 23-24.
			1.4 prepares feasible and practical budget 1.4.1 manages family resources efficiently 1.4.2 prioritizes needs over wants	TLE6HE-0b-4	T.H.E II Teacher’s Manual. 1991. pp. 20-21.
2. Sewing of households linens	demonstrates an understanding of and skills in sewing household linens	sews household linens using appropriate tools and materials and applying	2.1 classifies tools and materials according to their use (measuring, cutting, sewing)	TLE6HE-0c-5	
			2.2 prepares project plan for household linens	TLE6HE-0c-6	

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CONTENT	CONTENT STANDARD	PERFORMANCE STANDAR	LEARNING COMPETENCIES	CODE	LEARNING MATERIALS
		basic principles in sewing	2.3 identifies supplies/ materials and tools needed for the project	TLE6HE-0c-7	
			2.4 drafts pattern for household linens 2.4.1 steps in drafting pattern 2.4.2 safety precautions	TLE6HE-0d- 8	
			2.5 sews creative and marketable household linens as means to augment family income 2.5.1 assesses the finished products as to the quality (using rubrics)	TLE6HE-0d-9	
			2.6. markets finished house hold linens in varied/ creative ways. 2.6.1. packages product for salecreatively/ artistically:prepares creative package and uses materials using local resources,packages products artistically,andlabels packaged product 2.6.2. computescosts,sales, and gains with pride 2.6.3. uses technology in advertising products 2.6.4. monitors and keeps record ofproduction and sales		
3. Food preservation	demonstrates an understanding of and skills inthe basics of food preservation	preserve food/s using appropriate tools and materials and applying the basics of food	3.1 explains different ways of food preservation (drying, salting, freezing, and processing) 3.1.1 conducts an inventory of foods that can be preserved/ processed using any of the processes on food preservation 3.1.2 discusses the processes in each of the food preservation/ processing method 3.1.3 explains the benefits derived from food preservation/ processing	TLE6HE-0f-10	1. MISOSA-V Iba't-ibang Pamamaraan ng Pagiimbak. 2. Textbook: -Makabuluhang Gawaing Pantahanan at Pangkabuhayan
			3.2 uses the tools/utensils and equipment and their substitutes in food preservation/		

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CONTENT	CONTENT STANDARD	PERFORMANCE STANDAR	LEARNING COMPETENCIES	CODE	LEARNING MATERIALS
			processing 3.2.1 identifies the tools/utensils and equipment 3.2.2 prepares plan on preserving/processing food		
			3.3 preserves food applying principles and skills in food preservation processing 3.3.1 selects food to be preserved/ processed based on availability of raw materials, market demands, and trends in the community 3.3.2 observes safety rules in food preservation / processing	TLE6HE-0h-12	MISOSA-VI Pagiimbak at Preserbatiba.
			3.4 conducts simple research to determine market trends and demands inpreserved/ processed foods	TLE6HE-0i- 13	
			3.5 assesses preserved/processed food as to the quality using the rubrics	TLE6HE-0i-14	
			3.6. markets preserved/processed food in varied/ creative ways with pride 3.6.1. packages product for salecreatively/artistically, prepares creative package and uses materials sourced locally, packages products artistically, andlabels packaged product 3.6.2. computes costs, sales, and gains with pride 3.6.3. uses technology in advertising products 3.6.4. keeps record of production and sales	TLE6HE-0j- 15	
Grade 6 – INDUSTRIAL ARTS					
1. Enhancing/ decorating	demonstrates an understanding of	performs necessary skill in enhancing/ decorating	1.1 dicusses the importance and methods of enhancing/decorating bamboo, wood, and metal products	TLE6IA-0a-1	

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CONTENT	CONTENT STANDARD	PERFORMANCE STANDAR	LEARNING COMPETENCIES	CODE	LEARNING MATERIALS
finished products	knowledge and skills in enhancing/decorating products as an alternative source of income	finished products	1.2 demonstrates creativity and innovativeness in enhancing/ decorating bamboo, wood, and metalproducts	TLE6IA-0a-2	
			1.3 conducts simple survey using technology and other data-gathering method to determine 1.3.1 market trends on products made of bamboo, wood, and metal 1.3.2 customer’s preference of products 1.3.3 types/sources of innovative finishing materials, accessories, and designs 1.3.4 processes in enhancing/decorating finished products	TLE6IA-0b-3	
			1.4 discusses the effects of innovativefinishing materials and creative accessories on the marketability of products	TLE6IA-0c-4	
			1.5 enhances bamboo, wood, metal, and other finished products through sketching, shading, and outlining	TLE6IA-0c-5	
			1.6 constructs project plan 1.6.1 considers deliberate policies on sustainable development in constructing the project plan 1.6.2 demonstrates resourcefulness and management skills in the use of time, materials, money, and effort 1.6.3 assesses the quality of enhanced product using rubrics 1.6.4 refines product based on assessment made	TLE6IA-0d-6	MISOSA-VI Pagpaplano ng Proyekto.
			1.7 markets products 1.7.1 applies creative packaging and labeling techniques 1.7.2 appliestechnology-assisted and other means of product marketing	TLE6IA-0e-7	

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CONTENT	CONTENT STANDARD	PERFORMANCE STANDAR	LEARNING COMPETENCIES	CODE	LEARNING MATERIALS
			1.7.3 computes income from sales 1.7.4 prepares plans for mass production or creating new product		
2. Production/ repair of simple electrical gadgets	demonstrates an understanding of and skills in making simple electrical gadgets	constructs simple electrical gadgets with ease and dexterity	2.6 construct simple electrical gadgets 2.6.1 identifies the materials and tools needed in making simple electrical gadgets. 2.6.2 identifies simple electrical gadgets and their uses (extension cord, door bell, plugs, lampshades, etc). 2.6.3 observes safety and health practices in making gadgets	TLE6IA-Of- 8	
			2.7 explains the protocols (processes) in making electrical gadgets	TLE6IA-Og- 9	
3. Repair of simple gadgets/ furnitures/ furnishings at home and school	demonstrates an understanding of and skills in repairing simple gadgets/ furnitures/ furnishings at home and school	makes simple repairs with ease and dexterity	3.1 repairs simple gadgets/furniture/ furnishings at home and school 3.1.1 gathers data on how to do simple repairs using technology or other methods 3.1.2 repairs broken furniture (chairs, cabinets, and tables), door knobs, extension cords, lamp shades and other products 3.1.3 assesses repaired gadgets/furniture/ furnishing as to its reusability and functionality using rubrics 3.1.4 improves repair undertaken	TLE6IA-Oh-10	
4. Recycling of waste materials	demonstrates an understanding of and skills in recycling waste materials	recycles waste materials following the principles of "five S"	4.1 discusses the principles of "five S" 4.1.1 Sorting (Seiri) 4.1.2 Straightening (Seiton) 4.1.3 Systematic Cleaning (Shine) (Seiso) 4.1.4 Standardizing (Seiketsu) 4.1.5 Service (Sustaining) (Shitsuke)	TLE6IA-Oi-11	CBLM II Fish Capture Module no. 4 Lesson 5. pp.79-85.
			4.2 identifies recyclable products/waste materials made of wood, metal, paper,	TLE6IA-Oi-12	

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CONTENT	CONTENT STANDARD	PERFORMANCE STANDAR	LEARNING COMPETENCIES	CODE	LEARNING MATERIALS
			plastic, and others		
			4.3 explains the process and the importance of recycling	TLE6IA-0j-13	
			4.4 recycles the identified products/waste material into functional items (binding of used paper into notebook or memo pad; bottled plastic into lampshades, flowers, plants; etc.)	TLE6IA-0j- 14	

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GLOSSARY

Audio conferencing	A meeting held by people in two different places via audio devices
Blog	An informational site maintained by an individual with regular entries of commentary, descriptions of events, or social issues. Also called personal journal because it documents the thoughts and experiences of user or a group of users.
Bookmark	Acts as a marker for a Web site. In Internet Explorer they are called "Favorites". It is a facility within a Browser that enables you to keep a record of Web pages that you have visited and may wish to visit again.
Chat	An exchange of information through text dialogue in real time, or a conversation on the Internet
Download	To transfer a copy of data, a computer program, a text file, an image file, a sound file, or video file from one computer to another computer. It is also a means of obtaining data and programs from the World Wide Web.
Electronic spreadsheets	The software that organizes data into rows and columns. Data can be analyzed, manipulated and updated.
Electronic mail	A system for creating, sending, and receiving messages via the Internet
EPP	Edukasyong Pantahan at Pangkabuhayan a subject that introduces children from Grades 4 to 5 into the World of work
File sharing	An exchange of files between computers over the Internet. The term "file sharing" can also refer to disk sharing or server sharing between computers on a closed network.
File system	A way of storing and organizing information into a data storage device
Information and Communication Technology (ICT)	Consists of the hardware, software, networks, and media for collecting, storing, processing, transmitting and presenting information.
Instant messaging	A type of online chat that offers real-time text transmission over the Internet
Internet	A global system of computer networks in which users can access and share information
Knowledge product	A product that creatively and innovatively extracts information from prior knowledge and experience (knowledge basis), and transforms it into a tangible piece in order to present, teach, and communicate
Malware	A malicious software; software programs designed to damage or do other unwanted actions on a computer system
Media file	Any file in a digital storage device such as an audio, video, or image file, which comes in different file formats such as mp3, aac, and wma for audio file, and mkv, avi, and wma for video files
Multimedia	The combination of multiple forms of media such as text, graphics, audio, video, animation, etc. in a single application
Online survey tools	Tools for delivering surveys, collecting, and analyzing results through one central system
Productivity tools	A computer programs that help users work effectively and efficiently, i.e., word-processing, spreadsheet and presentation software, etc.

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Search engine	An information retrieval system that enable users easy to locate, retrieve, or generate information in the World Wide Web.
Software	An application or a set of instructions loaded into a computer that enable it to provide specific functions such as word processing, spreadsheets, presentations, databases, and image editing
TLE	Technology and Livelihood Education, the nomenclature used in Grades 6 to mean EPP. So used because the medium of instruction for EPP in Grade 6 is English.
Upload	Sending a copy of a computer program, a text file, an image file, a sound file or a video file from one computer to another computer system; importing data into a system.
Web browser	A software used to search, retrieve and even hear all the information from the world wide web <i>such as</i> Netscape Navigator, Internet Explorer.
Website	A set of web pages that belong to each other as one group. Each web page is linked to the others in some way.
Wikis	A website that allows users to edit collaboratively, like Wikipedia. Once people have appropriate permissions set by the wiki owner, they can create pages and/or add to and alter existing pages.
Word processing tools	A basic word processing programs used to create, edit, and print documents
Videoconferencing	A 'meeting' between two or more people who are in seperate geographical locations using the video monitors, specialist software, fast broadband connection and/or satellite technology or internet.
Virus	A destructive program transferred covertly to files and applications. Viruses are usually spread by a computer network, by e-mail, or by removable media, like a floppy disk or memory stick.

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CODE BOOK LEGEND

Sample: **EPP4IE-0h-22**

LEGEND		SAMPLE		DOMAIN/ COMPONENT	CODE
First Entry	Learning Area and Strand/ Subject or Specialization	Edukasyong Pantahanan at Pangkabuhayan	EPP4	ICT and Entrepreneurship	IE
	Grade Level	Grade 4		Agriculture	AG
Uppercase Letter/s	Domain/Content/ Component/ Topic	ICT and Entrepreneurship	IE	Home Economics	HE
			-		
Roman Numeral <i>*Zero if no specific quarter</i>	Quarter	No specific quarter	0	Industrial Arts	IA
Lowercase Letter/s <i>*Put a hyphen (-) in between letters to indicate more than a specific week</i>	Week	Week eight	h		
			-		
Arabic Number	Competency	Nakapagpapadala ng email na may kalakip na dokumento o iba pang media file	22		

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REFERENCES

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