

E-Localized Learning Resource Material in Dressmaking

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Abstract

This study was conducted to evaluate the E-localized learning resource material in dressmaking for selected Grade 5 students where Master Teachers and teachers from public school in Bagumbayan Elementary School, Santa Cruz, Laguna. This study sought answer to the following questions: This study utilized the descriptive method of research to developed an validate the E-Localized Learning Resource Material in Dressmaking. It was Validated by three (3) Technology and Livelihood Education Teacher. It was validated by six (6) experts Master Teacher from Bagumbayan Elementary School in Santa Cruz, Laguna.

This study sought answer to the following questions: (1) What are the level of acceptability of E-Localized learning resource material in Dressmaking in terms of objectives, content, activities, and assessment? (2) What is the level of acceptability of E-Localized learning resource material in Dressmaking in terms of characteristics: usability, consistency, aesthetic value, and adaptability? (3) What is the level of student's performance as to the result of their test in E-Localized Learning Resource Material in Dressmaking? (4) Do the features of E-Localized Learning Resource Material in Dressmaking has a significant effect on the students' performance?

The respondents used the questionnaire in the validation of the E-Localized Learning Resource Material in Dressmaking. Weighted mean and standard were used in determining the level of acceptability of E-Localized learning resource material in Dressmaking in terms of objectives, content, activities, assessment, usability consistency, aesthetic value, and adaptability. The level of student's performance as to the result of their test in E-Localized Learning Resource Material in Dressmaking. And the features of E-Localized Learning Resource Material in Dressmaking has no significant effect on the students performance. (1) The level of acceptability of E-Localized learning resource material in Dressmaking in terms of components: objectives, content, activities, and assessment were all very high. (2) The level of acceptability of E-Localized learning resource material in Dressmaking in terms of characteristics usability, consistency, aesthetic value, and adaptability were all very high. (3) The level of student's performance as to the result of their test in E-Localized Learning Resource Material in Dressmaking were all very high. (4) The features of E-Localized Learning Resource Material in Dressmaking has a significant effect on the students performance were all very high.

1. Introduction

In this era of information technology, there are 21st century teacher facilitators, 21st century learners who are using the current trends of learning which is more on computer-based interactive modules and materials.

Today, educational process shall create opportunities that enable students to promote their knowledge and skills for the purpose in everyday life's activities. Learning is not locked classroom but is happening through the cooperation of environment, moreover the books are not kept, the strategies are not forgotten but instead these are cultivated. The so called "traditional way" of teaching is enhanced and developed.

Department of Education in the Philippines is implementing the Enhanced Basic Education Curriculum, under the K to 12 Program. According to Republic Act 10533, the curriculum shall be learner-centered, inclusive and developmentally appropriate; shall be relevant, responsive and research-based; shall be culture-sensitive; shall be contextualized and global; shall use pedagogical approaches that are constructivist, inquiry-based, reflective, collaborative and integrative. These imperatives of the department are made to ensure that all Filipinos will be functionally literate and globally competitive. Students in the new curriculum are expected to be globally aware and able to use resources that exist not only inside the school but also outside the school campus.

Technology and Livelihood Education or TLE is vital to becoming a productive member of the modern workforce. Choosing a career path, and then leaning the technology and livelihood skills related to the field or industry, can be an excellent way to improve the chances of succeeding in career endeavor.

In today's K to 12 Curriculum, TLE has been given added focus on the education process- particularly techvoc tracks. Technology and Livelihood Education training is simply another term for career training. In order to pursue livelihood training, a student must have some idea of the general career path they want to take. On another aspect, especially in this millennial age, technology is easy to learn, even for people in their later decades. On most cases, technology can even make livelihood training simpler, since using computers, recorders, gadgets and cellphones may help to get more information about livelihood training a shorter period of time.

This subject is important because it can help students to be more skillful in many ways and these things can help them in life the near future.

Statement of the Problem

The purpose of the study is to show the use of the E- Localized Learning Resource Material in Dressmaking. Specifically, it answers the following question:

1. What are the level of acceptability of E-Localized learning resource material in Dressmaking in terms of component:
 - 1.1 objectives;
 - 1.2 content;
 - 1.3 activities; and
 - 1.4 assessment;?
2. What is the level of acceptability of E-Localized learning resource material in Dressmaking in terms of characteristics:
 - 2.1 usability;
 - 2.2 consistency;
 - 2.3 aesthetic value; and
 - 2.4 adaptability; ?
3. What is the level of student's performance as to the result of their test in E-Localized Learning Resource Material in Dressmaking?
4. Do the features of E-Localized Learning Resource Material in Dressmaking has a significant effect on the students performance?

Findings

Level of Acceptability and Validity of the E-Localized Learning Resource Material in Dressmaking.

In this study, the level of acceptability and validity of the E-Localized Learning Resource Material in Dressmaking refers to the objectives, content, activities, assessment, usability, consistency, aesthetic and adaptability

Table 1 reveals the level of the level of acceptability and validity of the E-Localized Learning Resource Material in Dressmaking in terms of objectives. It shows that the objectives are clearly stated with a mean of 5.00 and a standard deviation of 0.000. It also shows that the objectives are stated based on Grade 5 Learning Competencies with a mean of 4.75 and a standard deviation of 0.444. The table indicates that the objectives are constructed with simple words to make it clear and comprehensive with a mean of 4.85, standard deviation of 0.366. It also indicates that the objectives are measurable in terms of result in activity and assessment. with a mean of 4.75 and a standard deviation of 0.444. It also shows that the objectives are within the schemata of the grade 5 students' ability and knowledge with a mean of 4.85, standard deviation of 0.366.

Table 1 presents the level of the level of acceptability and validity of the developed E-Localized Learning Resource Material in Dressmaking in terms of Objectives.

Table 1. Level of Acceptability and Validity of the e-Localized Learning Resource Material in Dressmaking in terms of Objectives

Statement	Mean (x)	Standard Deviation	Verbal Interpretation
The objectives are ...			
1. clearly stated.	5.00	0.000	High Satisfactory
2. stated based on Grade 5 Learning Competencies.	4.75	0.444	High Satisfactory
3. constructed with simple words to make it clear and comprehensive.	4.85	0.366	High Satisfactory
4. measurable in terms of result in activity and assessment.	4.75	0.444	High Satisfactory
5. within the schemata of the grade 5 students' ability and knowledge.	4.85	0.366	High Satisfactory
Grand Mean	4.84		

Legend:

Point	Range	Remark	Verbal Interpretation
5	4.21-5.00	Highly Satisfactory	Very High
4	3.41-4.20	Very Satisfactory	High
3	2.61-3.40	Satisfactory	Moderately High
2	1.81-2.60	Moderate Satisfactory	Low
1	1.00-1.80	Needs Improvement	Very Low

Objective this refers to the module and video presentation is clearly stated and based on the Grade 5 learning competencies that the results and learning outcome of the learners is measurable in terms of activity and assessment.

Table 2 reveals the level of the level of acceptability and validity of the E-Localized Learning Resource Material in Dressmaking in terms of content. It shows that content appropriate to the students' comprehension level with a mean of 4.70 and a standard deviation of 0.470.

It also shows that the content are parallel with the objectives and activities with a mean of 4.55 and a standard deviation of 0.510. The table indicates that the content are contribute to the acquisition of concepts, understanding grammar, knowledge, and skills with a mean of 4.55, standard deviation of 0.510. It also indicates that the contents are current and updated to keep the students abreast with concepts, understanding grammar, knowledge and skills with a mean of 4.55 and a standard deviation of 0.510. It also shows that the contents are sufficient to allow the students to enhance their knowledge in Dressmaking with a mean of 4.70, standard deviation of 0.470.

Table 2. Level of Acceptability and Validity of the E-Localized Learning Resource Material in Dressmaking in terms of Content

Statement The content are ...	Mean (\bar{x})	Standard Deviation	Verbal Interpretation
1. appropriate to the students' comprehension level.	4.70	0.470	High Satisfactory
2. parallel with the objectives and activities.	4.55	0.510	High Satisfactory
3. contribute to the acquisition of concepts, understanding grammar, knowledge, and skills.	4.55	0.510	High Satisfactory
4. current and updated to keep the students abreast with concepts, understanding grammar, knowledge and skills.	4.55	0.510	High Satisfactory
5. sufficient to allow the students to enhance their knowledge in Dressmaking.	4.70	0.470	High Satisfactory
Grand Mean	4.61		

Legend:

Point	Range	Remark	Verbal Interpretation
5	4.21-5.00	Highly Satisfactory	Very High
4	3.41-4.20	Very Satisfactory	High
3	2.61-3.40	Satisfactory	Moderately High
2	1.81-2.60	Moderate Satisfactory	Low
1	1.00-1.80	Needs Improvement	Very Low

Content it refers to content is appropriate to the student comprehension level and parallel with the objective and activities. It will allow the students to enhance their knowledge in Dressmaking

It can be gleaned from table 2, that the level of Acceptability and Validity of the E-Localized Learning Resource Material in Dressmaking in terms of content is 4.61 with "High Satisfactory" as verbal interpretation.

Table 3. Level of Acceptability and Validity of the E-Localized Learning Resource Material in Dressmaking in terms of Activities

Statement The activities in the video presentation...	Mean (\bar{x})	Standard Deviation	Verbal Interpretation
1. are in order to maintain the students' interest in each phase of the work.	4.70	0.470	High Satisfactory
2. focus on the main goal which is the development of learners.	4.60	0.503	High Satisfactory
3. stimulate students' skills, and abilities to study independently.	4.70	0.470	High Satisfactory
4. are parallel to the objectives and the content of the lesson.	4.60	0.503	High Satisfactory
5. are relevant to the expected outcome of objectives;	4.60	0.503	High Satisfactory
Grand Mean	4.64		

Legend:

Point	Range	Remark	Verbal Interpretation
5	4.21-5.00	Highly Satisfactory	Very High
4	3.41-4.20	Very Satisfactory	High
3	2.61-3.40	Satisfactory	Moderately High
2	1.81-2.60	Moderate Satisfactory	Low
1	1.00-1.80	Needs Improvement	Very Low

Table 3 reveals the level of the level of acceptability and validity of the developed E-Localized Learning Resource Material in Dressmaking in terms of activities. It shows that activities are in order to maintain the students' interest in each phase of the work with a mean of 4.70 and a standard deviation of 0.470. It also shows that the activities are focus on the main goal which is the development of learners with a mean of 4.60 and a standard deviation of 0.503. The table indicates that the activities are stimulate students' skills, and abilities to study independently with a mean of 4.70, standard deviation of 0.470. It also indicates that the activities are c are parallel to the objectives and the content of the lesson with a mean of 4.60 and a standard deviation of 0.503. It also shows that the activities are relevant to the expected outcome of objectives with a mean of 4.60, standard deviation of 0.503. It can be gleaned from table 3, (see next page) that the level of Acceptability and Validity of the Developed e-Localized Learning Resource Material in Dressmaking in terms of activities is 4.64 with "High Satisfactory" as verbal interpretation.

Table 3 presents the level of Acceptability and Validity of the Developed e-Localized Learning Resource Material in Dressmaking in terms of Activities.

Activities it refers to the activities from the modules used by the learners and stimulate students' skills, and abilities to study independently from the module and presentation.

Table 4 reveals level of acceptability and validity of the E-Localized Learning Resource Material in Dressmaking in terms of assessment.

It shows that assessment are the evident in every topic with a mean of 4.70 and a standard deviation of 0.470. It also shows that the assessment are used to support the multiple intelligences among the students with a mean of 4.65 and a standard deviation of 0.489.

Table 4. Level of Acceptability and Validity of the E-Localized Learning Resource Material in Dressmaking in terms of Assessment

Statement Assessment / Evaluation in the video presentation...	Mean (\bar{x})	Standard Deviation	Verbal Interpretation
1. are the evident in every topic.	4.70	0.470	High Satisfactory
2. are used to support the multiple intelligences among the students.	4.65	0.489	High Satisfactory
3. values formation is evident.	4.65	0.489	High Satisfactory
4. provides the opportunity for self-assessment advancement.	4.70	0.470	High Satisfactory
5. follows an appropriate learning where that is congruent to the objectives.	4.70	0.470	High Satisfactory
Grand Mean	4.68		

Legend:

Point	Range	Remark	Verbal Interpretation
5	4.21-5.00	Highly Satisfactory	Very High
4	3.41-4.20	Very Satisfactory	High
3	2.61-3.40	Satisfactory	Moderately High
2	1.81-2.60	Moderate Satisfactory	Low
1	1.00-1.80	Needs Improvement	Very Low

The table indicates that the assessment are values formation is evident with a mean of 4.65, standard deviation of 0.489. It also indicates that the assessment are provides the opportunity for self-assessment advancement with a mean of 4.70 and a standard deviation of 0.470. It also shows that the assessment are follows an appropriate learning where that is congruent to the objectives with a mean of 4.70, standard deviation of 0.470.

Assessment and evaluation it refers to result outcome of the students wherein it is congruent and appropriate to the objectives. And it also deals with the assessment if they have improvement with their learning process.

It can be gleaned from table 4, that the level of Acceptability and Validity of the Developed e-Localized Learning Resource Material in Dressmaking in terms of activities is 4.68 with "High Satisfactory" as verbal interpretation. Table 4 presents the level of Acceptability and Validity of the Developed e-Localized Learning Resource Material in Dressmaking in terms of Activities.

Table 5. Level of Acceptability and Validity of the E-Localized Learning Resource Material in Dressmaking in terms of Usability

Statement Usability	Mean (\bar{x})	Standard Deviation	Verbal Interpretation
1. gives be used as an additional instructional material.	4.75	0.444	High Satisfactory
2. provides discussions and activities designed to improved students' knowledge, skills, and abilities.	4.85	0.366	High Satisfactory
3. serves as supplementary instructional materials.	4.75	0.444	High Satisfactory
4. offers exercises for reinforcements and mastery of concepts and skills.	4.85	0.366	High Satisfactory
5. provides a self-assessment to improved students' skills and abilities.	4.70	0.470	High Satisfactory
Grand Mean	4.78		

Legend:

Point	Range	Remark	Verbal Interpretation
5	4.21-5.00	Highly Satisfactory	Very High
4	3.41-4.20	Very Satisfactory	High
3	2.61-3.40	Satisfactory	Moderately High
2	1.81-2.60	Moderate Satisfactory	Low
1	1.00-1.80	Needs Improvement	Very Low

Table 5 reveals the level of the level of acceptability and validity of the E-Localized Learning Resource Material in Dressmaking in terms of usability.

It shows that usability are gives be used as an additional instructional material with a mean of 4.75 and a standard deviation of 0.444. It also shows that the usability are provides discussions and activities designed to improved students' knowledge, skills, and abilities with a mean of 4.85 and a standard deviation of 0.366. The table indicates that the usability are serves as supplementary instructional materials with a mean of 4.75, standard deviation of 0.444. It also indicates that the usability are offers exercises for reinforcements and mastery of concepts and skills with a mean of 4.85 and a standard deviation of 0.366. It also shows that the usability are provides a self-assessment to improved students' skills and abilities with a mean of 4.70, standard deviation of 0.470.

It can be gleaned from table 5, that the level of Acceptability and Validity of the E-Localized Learning Resource Material in Dressmaking in terms of usability is 4.78 with "High Satisfactory" as verbal interpretation.

Usability this refers to the proficiency of the E localized learning materials was used and applied ingrade five students in real life learning situations. It also deals with its utility and usefulness in different cases and needs.

Table 6 reveals the level of the level of acceptability and validity of the developed E-Localized Learning Resource Material in Dressmaking in terms of consistency. It shows that consistency provides discussion paralleled to the objectives and activities with a mean of 4.85 and a standard deviation of 0.366. It also shows that the consistency are contains topics that are logically related to each other with a mean of 4.85 and a standard deviation of 0.366.

Table 6. Level of Acceptability and Validity of the E-Localized Learning Resource Material in Dressmaking in terms of Consistency

Statement consistency	Mean (x)	Standard Deviation	Verbal Interpretation
1. provides discussion paralleled to the objectives and activities;	4.85	0.366	High Satisfactory
2. contains topics that are logically related to each other;	4.85	0.366	High Satisfactory
3. presents topics consistent with concepts being taught	4.85	0.366	High Satisfactory
4. focuses on the main goal which is to improve students' skills.	4.85	0.366	High Satisfactory
5. includes activities that answer the expected outcome of the objectives;	4.80	0.410	High Satisfactory
Grand Mean	4.84		

Legend:

Point	Range	Remark	Verbal Interpretation
5	4.21-5.00	Highly Satisfactory	Very High
4	3.41-4.20	Very Satisfactory	High
3	2.61-3.40	Satisfactory	Moderately High
2	1.81-2.60	Moderate Satisfactory	Low
1	1.00-1.80	Needs Improvement	Very Low

The table indicates that the consistency are presents topics consistent with concepts being taught with a mean of 4.85, standard deviation of 0.366. It also indicates that the consistency are offers exercises for reinforcements and mastery of concepts and skills focuses on the main goal which is to improve students' skills with a mean of 4.85 and a standard deviation of 0.366. It also shows that the consistency are provides a self-assessment to improved students' skills and ability includes activities that answer the expected outcome of the objectives with a mean of 4.80, standard deviation of 0.410.

It can be gleaned from table 6, that the level of Acceptability and Validity of the Developed e-Localized Learning Resource Material in Dressmaking in terms of consistency is 4.84 with "High Satisfactory" as verbal interpretation.

Table 6 presents the level of Acceptability and Validity of the Developed e-Localized Learning Resource Material in Dressmaking in terms of Consistency.

Table 7 reveals the level of the level of acceptability and validity of the developed E-Localized Learning Resource Material in Dressmaking in terms of aesthetic value. It shows that aesthetic value utilizes appropriate text, fonts size, and type with a mean of 4.70 and a standard deviation of 0.470. It also shows that the aesthetic value are contain templates and lay out to enhance understanding of learning contents with a mean of 4.70 and a standard deviation of 0.470. The table indicates that the aesthetic value are provides illustrate/creative and appropriate design to boost learners' interest and preferences with a mean of 4.70, standard deviation of 0.470. It also indicates that the aesthetic value are uses artistic/creative ideas in developing new and original video with a mean of 4.60 and a standard deviation of 0.503. It also shows that the aesthetic value are observed balance and is well laid out with a mean of 4.55, standard deviation of 0.510.

Aesthetic Value this refers to the amusing appearance of the material, moreover, the values and the ability of the E localized learning resource materials to let users to use it continuously. The appeal of the material is important to motivate the student to use it.

It can be gleaned from table 7, (see next page) that the level of Acceptability and Validity of the Developed e-Localized Learning Resource Material in Dressmaking in terms of aesthetic value is 4.65 with "High Satisfactory" as verbal interpretation.

Table 7. Level of Acceptability and Validity of the E-Localized Learning Resource Material in Dressmaking in terms of Aesthetic Value

Statement Aesthetic Value	Mean (x)	Standard Deviation	Verbal Interpretation
1. utilizes appropriate text, fonts size, and type;	4.70	0.470	High Satisfactory
2. contain templates and lay out to enhance understanding of learning contents;	4.70	0.470	High Satisfactory
3. provides illustrate/creative and appropriate design to boost learners' interest and preferences;	4.70	0.470	High Satisfactory
4. uses artistic/creative ideas in developing new and original video.	4.60	0.503	High Satisfactory
5. observed balance and is well laid out;	4.55	0.510	High Satisfactory
Grand Mean	4.65		

Legend:

Point	Range	Remark	Verbal Interpretation
5	4.21-5.00	Highly Satisfactory	Very High
4	3.41-4.20	Very Satisfactory	High
3	2.61-3.40	Satisfactory	Moderately High
2	1.81-2.60	Moderate Satisfactory	Low
1	1.00-1.80	Needs Improvement	Very Low

It can be gleaned from table 7, (see next page) that the level of Acceptability and Validity of the Developed e-Localized Learning Resource Material in Dressmaking in terms of aesthetic value is 4.65 with "High Satisfactory" as verbal interpretation.

Table 7 presents the level of Acceptability and Validity of the Developed e-Localized Learning Resource Material in Dressmaking in terms of Aesthetic Value. Consistency it refers to the harmonious agreement of each topic to one another or as a whole. It is about the connection of the lessons in the E-localized learning resource material among each other and how they deal with each other. It is also deals with the incense tents and firmness of materials use in great level.

Table 8 reveals the level of the level of acceptability and validity of the developed E-Localized Learning Resource Material in Dressmaking in terms of adaptability. It shows that adaptability uses across curriculum with a mean of 4.85 and a standard deviation of 0.366. It also shows that the adaptability are aligns to the various learning styles of the students with a mean of 4.85 and a standard deviation of 0.366.

The table indicates that the aesthetic value are provides illustrate/creative and appropriate design to boost learners' interest and contains activities that can be done on target learners of different aptitude levels with a mean of 4.85 and a standard deviation of 0.366. It also indicates that the aesthetic value are is revised in order to fit to the purposes with a mean of 4.85 and a standard deviation of 0.366. It also shows that the aesthetic value are encourages the students to become actively involved in the learning activities with a mean of 4.55, standard deviation of 0.510. with a mean of 4.85 and a standard deviation of 0.366

Adaptability this refers to the capability of the material to be functional and user-friendly. This is also the quality of the in learning to work out as intervention tool for learning and activities.

Table 8. Level of Acceptability and Validity of the E-Localized Learning Resource Material in Dressmaking in terms of Adaptability

Statement Adaptability	Mean (x)	Standard Deviation	Verbal Interpretation
1. uses across curriculum.	4.85	0.366	High Satisfactory
2. aligns to the various learning styles of the students.	4.85	0.366	High Satisfactory
3. contains activities that can be done on target learners of different aptitude levels.	4.85	0.366	High Satisfactory
4. is revised in order to fit to the purposes.	4.85	0.366	High Satisfactory
5. encourages the students to become actively involved in the learning activities.	4.85	0.366	High Satisfactory
Grand Mean	4.85		

Legend:

Point	Range	Remark	Verbal Interpretation
5	4.21-5.00	Highly Satisfactory	Very High
4	3.41-4.20	Very Satisfactory	High
3	2.61-3.40	Satisfactory	Moderately High
2	1.81-2.60	Moderate Satisfactory	Low
1	1.00-1.80	Needs Improvement	Very Low

It can be gleaned from table 7, that the level of Acceptability and Validity of the Developed e-Localized Learning Resource Material in Dressmaking in terms of adaptability is 4.85 with “High Satisfactory” as verbal interpretation.

Table 8 presents the level of Acceptability and Validity of the Developed e-Localized Learning Resource Material in Dressmaking in terms of Adaptability.

Level of Students' Performance

In this study, it refers to the level of students' performance of Grade 7 as to third quarter grade in TLE subject.

Table 9. Level of Students' Performance

Grading Scale	Frequency (f)	Percentage (%)	Verbal Interpretation
90 - 100	15	75%	Advance
85 - 89	5	25%	Proficient
80 - 84	0	0%	Approaching Proficiency
75 - 79	0	0%	Developing
Below 75	0	0%	Beginning
	20	100%	
		Mean = 88.66%	VI=Proficient

It was found out that most of the respondents belong to advance, which represented by fifteen (15) or seventy-five percent (75 %). Followed by proficient comprises of five (5) or twenty-five percent (25%). It also depicts that there were no approaching proficiency, developing and beginning.

Table 10. Regression Analysis of Acceptability and Validity of the E-Localized Learning Resource Material In Dressmaking and Students' Performance

Module Components	Coefficient	t-value	p-value	Verbal Interpretation
Objective	-0.46296	-1.40449	0.177193	Not Significant
Content	0.012382	0.054518	0.957123	Not Significant
Activities	-0.1938	-0.88107	0.389894	Not Significant
Assessment	-0.04864	-0.21637	0.831136	Not Significant
Usability	-0.32235	-1.22854	0.235065	Not Significant
Consistency	-0.23734	-1.22854	0.235065	Not Significant
Aesthetic Value	-0.14066	-0.61577	0.545752	Not Significant
Adaptability	-0.29412	-1.06066	0.30287	Not Significant

Constant 1.729

The table 10 shows the regression analysis of Acceptability and Validity of the Developed E-Localized Learning Resource Material In Dressmaking and Students' Performance.

The result of the analysis showed that Acceptability and Validity of the Developed E-Localized Learning Resource Material In Dressmaking such as learning objectives, content, activities, assessment, usability, consistency, aesthetic value and adaptability coefficient of - 0.463, 0.0124, -0.1938, -0.0486, -0.3224, -0.2373, -0.1407 and -0.2941 with t-value -1.4045, 0.0545, -0.8811, -0.2164, -1.2285, -1.2285, -0.6158 and -1.0607 respectively had no significant effect on the Students' Performance.

Conclusions

Based on the findings above, the study has drawn the following conclusion:

Acceptability of E-Localized Learning Resource Material in Dressmaking in terms of summative Test. On the other hand, level of acceptability of E-Localized learning resource material in Dressmaking in terms of objectives, content, activities, assessment, usability consistency, aesthetic value, and adaptability. Hence, there is a significant effect between the E-Localized Learning Resource Material in Dressmaking to the students' performance. Thus, the null hypothesis is rejected.

Recommendations

Based on the conclusions formulated from the findings, the following recommendations are hereby formulated that Bagumbayan Elementary School in which to use the said E-Localized Learning Resource Material in Dressmaking as a centralize one for the whole schools' system. The TLE teachers may develop additional instructional learning materials based on the needs and interests of the students assimilated into other courses offered in Technology and Livelihood Education. The TLE teachers are entitled to modify and reconstruct the E-Localized Learning Resource Material in Dressmaking to fulfil the demands of education in the future. Future researchers can further validate the E-Localized Learning Resource Material in Dressmaking to measure and assess the effectiveness of the instructional tool.

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