## Republic of the Philippines DEPARTMENT OF LABOR AND EMPLOYMENT Manila

## 32nd TESDA BOARD MEETING

6 July 2001, Friday, 1:00 p.m. TESDA Board Room, 7/F Admin. Building Taguig, Metro Manila

RESOLUTION MO. 2001- 07

## INCLUSION OF THE FOOTWEAR INDUSTRY IN THE TESDA PRIORITY SECTORS AND APPROVAL OF THE "SHOEMAKER" AS INITIAL OCCUPATIONAL TITLE

WHEREAS, Section 14 item 5 (b) of R.A. No. 7796 mandates the Technical Education and Skills Development Authority (TESDA) to develop and establish a national system of skills standardization and to conduct research and development on various occupational areas in order to recommend policies, rules and regulations for effective and efficient skills standardization, testing and certification system in the country;

WHEREAS, in Rule IV Section 11 (b) mandates TESDA to design, innovate and adopt processes and methodologies whereby industry groups and workers' guilds take on progressively the responsibility of setting skills standards for identified occupational areas, and the local government units actively participate in promoting skills standards, testing and certification;

WHEREAS, during—the 32<sup>nd</sup> TESDA Board Meeting, 06 July 2001, it was agreed that the Footwear Industry be included in the TESDA list of priority sectors;

WHEREAS, a TESDA Board initially identified Shoemaker as Priority TVET Occupation for the Footwear Industry Sector;

WHEREAS, a TESDA Advisory Panel (TAP) and TESDA Expert Panel (TEP) for Footwear Industry be convened to identify and recommend other priority TVET occupations under the said sector;

NOW THEREFORE, BE IT RESOLVED, AS IT IS HEREBY RESOLVED, that the Board approves and adopts the abovementioned priority sector and occupation and directs the Secretariat to proceed with the development of standards and the training regulations for these occupations;

Adopted this 6th day of July 2001.

MA. ADORINDA DE JESUS-FORRO

Board Secretary VI

Attested By:

PATRICIA A. STO. TOMAS

Secretary, Department of Labor and Employment

Chair, TESDA Board