



Adams County 4-H

Clothing Construction Project Update 2016-2017

2016-2017 Clothing Unit	Beginning Clothing STEAM 1 - Pillowcase	Beginning Clothing STEAM 1 - Pillow	Beginning Clothing STEAM 1 - Various Options	Clothing STEAM 2 - Various Options
Clarification of Clothing Project	Beginning Clothing STEAM 1 is for beginning sewers - those with little to no experience. Beginning Clothing STEAM 2 is for sewers that are familiar with the basic techniques and ready to learn more advanced skills. Beginning Clothing STEAM 3 is for the advanced sewer who wants to learn more about tailoring and advanced skills. Clothing STEAM 3 is for intermediates and senior 4-H members.			
Project Option	Pillowcase <i>For junior 4-H members only</i>	Pillow <i>For junior 4-H members only</i>	Simple Top Simple Bottom (pants, pajama bottoms, shorts, skirts) Simple Dress <i>NOTE - member may exhibit in one or more of the classes listed above.</i>	Top (vest acceptable) Bottom (pants or shorts) Skirt Dress (not formal wear) Romper or jumpsuit Two-Piece Outfit <i>NOTE - member may exhibit in one or more of the classes listed above.</i>
Completed Project Requirements	Pillowcase illustrating the skills learned in STEAM clothing 1.	Simple Pillow - no larger than 18"x18" illustrating the skills learned in STEAM Clothing 1	An exhibit illustrating skills learned in STEAM clothing 1. Exhibits must use a firmly woven, medium weight cotton or at least 50 percent cotton-blend fabric. Exhibit should be a simple pattern with two or three pattern pieces without set-in sleeves, zippers, collars and no button holes.	An exhibit illustrating the skills learned in STEAM clothing 2. Exhibits may use any woven or knit fabric appropriate to the garments design and should demonstrate sewing skills beyond STEAM clothing 1. The exhibit should include one or more of the following techniques: <ul style="list-style-type: none"> • Set in sleeves • Zippers • Collars • Button holes
What to include in E-record.	<ul style="list-style-type: none"> • Completed clothing construction e-record with pattern instruction sheet presented in a sturdy binder/notebook. Include in your story why you chose a clothing project, why you selected this items to make and describe any changes made in the item. • Provide the brand, number and cost of the pattern used in the clothing construction e-record on the expense page. • Include the following information on the Clothing Construction page: <ol style="list-style-type: none"> 1. A list of all garments or articles made 2. Percent of fiber content of each garment or article made 3. Care of item exhibited • Include the cost of each garment/item in the expense record of the Clothing Construction e-record 	<ul style="list-style-type: none"> • Completed clothing construction e-record with pattern instruction sheet presented in a sturdy binder/notebook. Include in your story why you chose a clothing project, why you selected this items to make and describe any changes made in the item. • Provide the brand, number and cost of the pattern used in the clothing construction e-record on the expense page. • Include the following information on the Clothing Construction page: <ol style="list-style-type: none"> 1. A list of all garments or articles made 2. Percent of fiber content of each garment or article made 3. Care of item exhibited • Include the cost of each garment/item in the expense record of the Clothing Construction e-record 	<ul style="list-style-type: none"> • Completed clothing construction e-record with pattern instruction sheet presented in a sturdy binder/notebook. Include in your story why you chose a clothing project, why you selected this garment or outfit to make and describe any changes made in the garment or outfit. • Provide the brand, number and cost of the pattern used in the clothing construction e-record on the expense page. • Include the following information on the Clothing Construction page: <ol style="list-style-type: none"> 1. A list of all garments or articles made 2. Percent of fiber content of each garment or article made 3. Care of garment exhibited • Include the cost of each garment/item in the expense record of the Clothing Construction e-record 	<ul style="list-style-type: none"> • Completed clothing construction e-record with pattern instruction sheet presented in a sturdy binder/notebook. Include in your story why you chose a clothing project, why you selected this garment or outfit to make and describe any changes made in the garment or outfit. • Provide the brand, number and cost of the pattern used in the clothing construction e-record on the expense page. • Include the following information on the Clothing Construction page: <ol style="list-style-type: none"> 1. A list of all garments or articles made 2. Percent of fiber content of each garment or article made 3. Care of garment exhibited • Include the cost of each garment/item in the expense record of the Clothing Construction e-record
Additional Information	Members should enroll in the unit(s) they plan to exhibit in at the Adams County Fair. If you have questions about the Clothing projects, please call or e-mail Julia at 303-637-8108 or jhurdelbrink@adcogov.org .			



Adams County 4-H

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2016-2017 Clothing Unit	Clothing Sewing for Others	Clothing Recycled Clothing	Advanced Clothing Construction Clothing STEAM 3 Cotton	Advanced Clothing Construction Clothing STEAM 3 Synthetic/Rayon
Clarification of Clothing Project	Beginning Clothing STEAM 1 is for beginning sewers - those with little to no experience. Beginning Clothing STEAM 2 is for sewers that are familiar with the basic techniques and ready to learn more advanced skills. Beginning Clothing STEAM 3 is for the advanced sewer who wants to learn more about tailoring and advanced skills. Clothing STEAM 3 is for intermediates and senior 4-H members.			
Project Option	Garment or outfit made for someone else	Garment or outfit. This project enables you to make garments for yourself from fabrics you discover in old garments, or home furnishing items. Duct tape or paper mache garments go under Creative Sewing	Garment or outfit containing 50 to 100 percent cotton <i>For intermediate and senior 4-H members only</i>	Garment or outfit containing 50 to 100 percent synthetic fibers. <i>For intermediate and senior 4-H members only</i>
Completed Project Requirements	One garment or outfit which illustrates what was learned	One garment or outfit which illustrates what was learned. Garment must contain fabric and be sewn.	A garment or outfit of fabric containing a majority of 50 to 100 percent cotton.	A garment or outfit of fabric containing a majority of 50 to 100 percent synthetic fibers.
What to include in E-record.	<ul style="list-style-type: none"> • Completed clothing construction e-record sheet presented in a sturdy binder/notebook. Include in the project story: <ol style="list-style-type: none"> 1. Why you choose to exhibit this item? 2. Who you made the garment(s) for? 3. What new skills you learned this year? 4. What you like best about your project? 5. What would you like to change? 6. What you learned about sewing for others? (did you have any special pattern alterations? If so, describe). 7. Will you continue to sew for others - why or why not? 8. Did you charge for making the garment? (if so, what you included in the billing: i.e. fabric, notions, interfacing, utilities, time, mileage, etc.) 9. What other work have you done in this project? • Include the following information on the Clothing Construction page: <ol style="list-style-type: none"> 1. A list of all garments or articles made 2. Percent of fiber content of each garment or article made 3. Care of item exhibited 	<ul style="list-style-type: none"> • Completed clothing construction e-record with pattern instruction sheet presented in a sturdy binder/notebook. Include in your story what you learned about recycling, the fiber content and/or care label of original item, any special problems and how you overcame them. • Include the following information on the Clothing Construction page: <ol style="list-style-type: none"> 1. A list of all garments or articles made 2. Percent of fiber content of each garment or article made 3. Care of item exhibited • Include the cost of each garment/item in the expense record of the Clothing Construction e-record 	<ul style="list-style-type: none"> • Completed clothing construction e-record with pattern instruction sheet presented in a sturdy binder/notebook. Include in your story why you chose a clothing project, why you selected this garment or outfit to make and describe any changes made in the garment or outfit. • Provide the brand, number and cost of the pattern used in the clothing construction e-record on the expense page. • Include the following information on the Clothing Construction page: <ol style="list-style-type: none"> 1. A list of all garments or articles made 2. Percent of fiber content of each garment or article made 3. Care of item exhibited 4. <u>Textile Experiments</u> - Using the textile experiment book, complete one experiment using garment fashion fabric (fashion fabric must be attached, no photos). Include the experiment sheet and mount the samples on 8 1/2 x 11 heavy paper in the e-record • Include the cost of each garment/item in the expense record of the Clothing Construction e-record 	<ul style="list-style-type: none"> • Completed clothing construction e-record with pattern instruction sheet presented in a sturdy binder/notebook. Include in your story why you chose a clothing project, why you selected this garment or outfit to make and describe any changes made in the garment or outfit. • Provide the brand, number and cost of the pattern used in the clothing construction e-record on the expense page. • Include the following information on the Clothing Construction page: <ol style="list-style-type: none"> 1. A list of all garments or articles made 2. Percent of fiber content of each garment or article made 3. Care of item exhibited 4. <u>Textile Experiments</u> - Using the textile experiment book, complete one experiment using garment fashion fabric (fashion fabric must be attached, no photos). Include the experiment sheet and mount the samples on 8 1/2 x 11 heavy paper in the e-record • Include the cost of each garment/item in the expense record of the Clothing Construction e-record
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Adams County 4-H Clothing Construction Project Update 2016-2017

2016-2017 Clothing Unit	Advanced Clothing Construction Clothing STEAM 3 Wool/Wool Blends	Advanced Clothing Construction Clothing STEAM 3 Silk/Silk Like	Advanced Clothing Construction Clothing STEAM 3 Leather, fur, Linen, Ramie, Hemp, Sequined, Beaded, etc.
Clarification of Clothing Project	Beginning Clothing STEAM 1 is for beginning sewers - those with little to no experience. Beginning Clothing STEAM 2 is for sewers that are familiar with the basic techniques and ready to learn more advanced skills. Beginning Clothing STEAM 3 is for the advanced sewer who wants to learn more about tailoring and advanced skills. Clothing STEAM 3 is for intermediates and senior 4-H members.		
Project Option	Garment or outfit containing 50 to 100 percent wool or wool blend fibers <i>For intermediate and senior 4-H members only</i>	Garment or outfit containing 50 to 100 percent silk or silk like fibers <i>For intermediate and senior 4-H members only</i>	Garment or outfit using a specialty fabric, such as sequined, beaded, fleece, leather, linen, etc. <i>For intermediate and senior 4-H members only</i>
Completed Project Requirements	A garment or outfit of fabric containing a majority of 50 to 100 percent wool or wool blend fibers.	A garment or outfit of fabric containing a majority of 50 to 100 percent silk or silk like fibers.	A garment or outfit of using a specialty fabric, such as sequined, beaded, fleece, leather, linen, etc.
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