Sewing, Wearable

Description:

The sewing project teaches fabric selection, pattern selection and sewing machine use to construct garments and outfits to be worn by the 4-H member or another person.

State Fair Entries:

5 junior exhibits per county; one per grade level

6 senior exhibits per county; one per category

Exhibitor Check list:

□ Enroll in 4-H, pay annual program fee, and enter project in V2.4honline by May 15.
□ Enter exhibit(s) in FairEntry by June 8th
□ Exhibits checked-in Friday, June 19 from 3pm-6pm or Saturday, June 20 from 9am-12 pm, judging starts at 1:00pm.

Exhibit Guidelines:

Older youth enrolled in the 4-H sewing project for the first time may not feel comfortable demonstrating their assigned grade level skills. In this instance the county 4-H youth development educator may, at the request of the 4-H member and parent, assign the member to a lower grade level to develop fundamental skills.

Provide a completed sewing skills card (Project Exhibit Card) with the exhibit. Skills sheets are for judging purposes only and will not be returned to the exhibitor.

Judges evaluating exhibits should recognize individual differences and creativity, therefore using information in this document as a guide rather than a requirement.

4-H'ers will be allowed to exhibit in both wearable and non-wearable sections.

Junior Exhibit Category Class Guidelines (grades 3-7 suggested):

Refer to Indiana 4-H Sewing Skills and Techniques, 4-H-925-SC-W for project guidelines and specific requirements for each grade level.

Senior Exhibit Category Class Guidelines (grades 8-12 suggested):

Youth may enter an exhibit in one or more categories. Create an outfit from one of the categories defined below that can be worn by the exhibitor or another person demonstrating at least 6 skills from Sewing Skills and Techniques, 4-H-925-SC-W, in addition to those learned in prior grades.

All senior sewing outfits exhibited in Fashion Revue must be made and worn by the exhibitor.

Sewing, Wearable

DEFINITION OF AN OUTFIT: An outfit is a garment or garments that when put together make a complete look - such as one- or two-piece dress, or one- or two-piece pant suit, or a three-piece combination, such as pants, vest, and blouse or shirt.

Informal or Casual Wear:

A complete outfit of 1 or 2 pieces suitable for school, weekend, or casual, informal activities. In this category, a complete outfit is defined as a garment or garments that when put together make a complete look - such as one- or two-piece dress, or one- or two-piece pant suit, or a combination, such as pants, vest, blouse or shirt.

Dress Up:

This is suitable for special, church, or social occasions that are not considered to be formal. It may be an outfit of one or more pieces with or without its own costume coat or jacket (lined or unlined). This is not an outfit that would be worn to school, weekend, or casual, informal activities.

Free Choice:

A complete outfit comprised of garments that do not fit in the other classifications. A complete outfit is defined as a garment or garments that when put together make a complete look - such as one- or two-piece dress, or one- or two-piece pant suit, or a three-piece combination, such as pants, vest, and blouse or shirt. Individual garment examples include: tennis wear, swim wear, athletic or sportswear, lounge wear, riding habits, historic, dance, theatrical, or international costumes, capes, and unlined coats.

Suit or Coat:

The suit consists of two pieces including a skirt or pants and its own lined jacket. It is not a dress with jacket as in "dress up wear". The coat is a separate lined coat. It will be judged separately as a coat with its own accessories.

Separates:

Consists of three garments that must be worn as a coordinated complete outfit. In this category, a complete outfit is defined as a garment or garments that when put together make a complete look - a three-piece combination, such as pants, vest, and blouse or shirt. Each piece should be versatile enough to be worn with other garments.

Formal Wear:

This outfit may be one or more pieces suitable for any formal occasion, such as proms, weddings, and formal evening functions

Sewing, Non-Wearable

Description:

The sewing project teaches fabric selection, pattern selection and sewing machine use to construct items used around the home or other purposes.

State Fair Entries: 10 exhibits per county; one per grade level

Exhibit Guidelines:

Older youth enrolled in the 4-H sewing project for the first time may not feel comfortable demonstrating their assigned grade level skills. In this instance the county 4-H youth development educator may, at the request of the 4-H member and parent, assign the member to a lower-level grade level to develop fundamental skills.

Provide a completed sewing skills card (Project Exhibit Card) with the exhibit. Skills sheets are for judging purposes only and will not be returned to the exhibitor.

Judges evaluating exhibits should recognize individual differences and creativity, therefore using information in this document as a guide rather than a requirement.

4-H'ers will be allowed to exhibit in both wearable and non-wearable sections.

Exhibit Class Guidelines Grades 3-12:

Refer to Indiana 4-H Sewing Skills and Techniques, 4-H-925-SC-W for project guidelines and specific requirements for each grade level.

Indiana 4-H Sewing Skills and Techniques

Youth and their mentor/volunteer leader/instructor should use this chart as a guide when deciding appropriate skills to incorporate in a sewing wearable garment or outfit for exhibit. While this list is a guide, it is not meant to be an all-inclusive list and youth should demonstrate skills they are most comfortable mastering. Exhibited items must demonstrate the minimum skill techniques expected for their given grade level as outlined in the exhibit requirements. Youth are encouraged to utilize a number of resources such as web sites, print material, social media, and television shows when learning sewing skills and techniques. Skills learned from these types of resources may be demonstrated provided they are age/grade appropriate. It is always recommended to follow pattern instructions and demonstrate those mastered skills. Before purchasing a pattern it is important it be age and grade appropriate for the 4-H member. Fabric type should also be appropriate for the 4-H member's age and grade.

Grades 3-7

Grade 3 and 4 exhibits must demonstrate two of the following skills, Grade 5 three skills, Grade 6 four skills, and Grade 7 five skills.

- Use a simple seam finish
- Insert elastic or a drawstring
- Do a machine-stitched hem
- Do a hand-stitched hem
- Do a machine-blind hem
- Do machine topstitching
- Stitch in the ditch
- Stitch curved seams
- Sew and trim a crotch or curved seam
- Trim or grade seams to reduce bulk
- Staystitch and understitch
- Apply a facing
- Use interfacing (can be iron-on or sew-in)
- Apply a collar
- Attach cuffs
- Make darts
- Gather fabric
- Insert a center-placed zipper
- Insert a lapped zipper
- Insert an invisible zipper
- Insert a separating zipper
- Insert a fly-front zipper
- Match fabric design (i.e. match plaids)
- Gather fabric
- Apply ruffles, trim, piping, binding, or ribbing (can be purchased or self-made)
- Sew with knit
- Insert sleeves
- Make/apply patch, inseam, or front-hip pockets
- Use a simple lining
- Hand-sew buttons
- Make machine buttonholes
- Sew tucks or pleats
- Construct with a serger
- Use machine or hand applique
- Do machine quilting
- Use a twin needle
- Any other skill not listed

Any additional skill(s) learned from using the pattern, or others taught by the mentor/instructor that are age and grade appropriate are also acceptable. Seam finishes are recommended on all exposed seams (except knits). Interfacing, understitching and trimming should be used when appropriate.

PURDUE UNIVERSITY EXTENSION – 4-H YOUTH DEVELOPMENT
Agricultural Administration Building
615 West State Street, West Lafayette, IN, 47907
765-494-8435 - extension.purdue.edu/4h
an equal access/equal opportunity university

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Grades 8, 9, 10, 11 and 12 – Demonstrate at least 6 of the following skills:

- Make darts or tucks
- Add lining
- Use underlining
- Add facings
- Add a placket
- Add lapels
- Insert sleeves
- Gather fabric
- Apply ruffles, trim, piping, binding, or ribbing (can be purchased or self-made)
- Insert elastic or add a drawstring
- Use shaped or curved seams
- Add a waistband
- Apply machine topstitching
- Make/apply patch, inseam, front hip, or welt pockets
- Match fabric design (i.e. plaids)
- Make shoulder pads
- Apply machine embroidery
- Do hand or machine beading
- Attach cuffs
- Make pleats
- Add boning
- Apply a collar and/or neckband
- Add vents (i.e. jacket)
- Hand-sew buttons
- Make machine or hand-bound buttonholes
- Make button loops
- Make self-covered buttons
- Sew with knit or other difficult fabric
- Use twin needle
- Make a reversible article of clothing
- Do hand or machine quilting
- Apply machine or hand applique
- Insert invisible, separating, fly-front, lapped, or hand-picked zipper
- Do a machine topstitched hem
- Do a hand-stitched hem
- Do a machine blind hem
- Use specialty threads (i.e. embroidery)
- Make French/self-enclosed, flat-felled/lapped, or Hong Kong/bound seams
- Use/apply lace work, smocking, or ruching
- Construct garment with serger
- Any other skill not listed

Seam finishes are recommended on all exposed seams (except knits). Interfacing, understitching and trimming should be used when appropriate.

Non-Wearable Sewn Item Skills

Non-wearable exhibits may utilize wearable sewn garment skills above, or any other skill that is age and grade appropriate. 4-H members should learn and demonstrate skills following pattern instructions or those provided by their mentor/instructor.

- Any junior or senior wearable sewing skill
- Non-observable skills such as basting, adjusting or designing pattern, using an AccuQuilt, or Cricut
- Using decorative hem finish
- Hand or machine quilting
- Accurate piecing of quilted item (i.e. seam crosses match, etc.)
- Internal and external pockets (i.e. those used in a bag)
- Insert a zipper in a bag or other non-wearable item
- Use fiberfill and/or batting or foam (can be fusible)
- Use specialty scissors
- Use Prairie Points as a trim
- Use mitered corners
- Use safety eyes and ball joints for stuffed animals
- Apply machine embroidery
- Quilt in the hoop
- Coordination of fabric for a quilted item including using fat quarters, charm packs, layer cakes, jelly rolls
- And other age and grade-appropriate skill not listed