Sewing

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Project Description:

1. There are two types of sewing a member may exhibit in each division. A member may exhibit one article in one or both types - wearable or non-wearable/accessories. Only wearable will be able to compete in Fashion Revue. You do not have to make both wearable and non-wearable. You can do one or the other or both.
2. Be sure to follow the guidelines of learned skills for each grade level that are in the project manuals and listed with each level below.
3. Attach Sewing Skills Card, completed according to your level, to the exhibit. These cards are available at the Clinton County Extension Office.

**Level A: Grade 3**

**Skills to learn and include in exhibit:** include at least 2 skills in the exhibit:

Insert elastic or drawstring

Sew and trim a crotch curve

Machine topstitch hems

Use a simple seam finish

Stitch in the ditch

**Exhibit**

1. WEARABLE - elastic waist shorts, pants or skirt with fold over casing; no pockets or similar sewn clothing article made to be worn by the 4-H member or another person.
2. NON-WEARABLE/ACCESSORIES - a) simple pillow sham with lapped back opening and purchased pillow form (using instructions in project book); or b) a simple tote bag with handles or drawstring or similar sewn article.

**Level A: Grade 4**

**Skills to learn and include in exhibit:** seam finishes are recommended on all exposed seams. Include at least 2 skills in the exhibit.

Use interfacing

Stay stitch and under stitch

Apply a facing or binding

Stitch curved seams

Trim and grade seams

Work with fiberfill

Machine topstitch hems

**Exhibit**

1. WEARABLE
	1. shorts, pants, or skirt with waistband or facing, or partial elastic waistband (not a full elastic waistband)
	2. simple shirt or top
	3. BBQ apron.
	4. or similar sewn clothing article made to be worn by the 4-H member or another person
2. NON-WEARABLE/ACCESSORIES
	1. shaped pillow with curved seams, stuffed and sewn closed
	2. hanging pocket organizer
	3. bound edge placemats (set of four)
	4. or similar sewn article

**Level B: Grade 5**

**Skills to learn and include in exhibit:** seam finishes are recommended on all exposed seams (except knits). interfacing, under stitching and trimming should be used when appropriate.: choose at least 3 of these additional skills for each sewn exhibit:

match fabric design

gather fabric

sew with knit

insert zipper

use a drawstring

insert elastic

hand-stitch a hem

sew a simple sleeve

apply facings

apply purchased trim or ribbons

sew patch or inseam pockets

sew buttons

use a simple lining

do a machine blind hem

apply binding

apply machine topstitching

do a machine topstitched hem

use batting

**Exhibit**

1. WEARABLE
	1. simple shirt with sleeves
	2. sundress or jumper
	3. simple two-piece pajama
	4. or similar sewn clothing article made to be worn by the 4-H member or another person
2. NON WEARABLE/ACCESSORIES
	1. Pillow lap quilt (quilted)
	2. structured duffel bag, tote bag or backpack
	3. sewn hat
	4. or similar sewn article

**Level B: Grade 6**

**Skills to learn and include in exhibit:** seam finishes are recommended on all exposed seams (except knits). Interfacing, under stitching and trimming should be used when appropriate.: choose at least 4 of these additional skills for each sewn exhibit:

make darts

do a machine topstitched hem

set in sleeves

sew facings

insert a lapped zipper

apply ribbings

hand-stitch a hem

sew a simple collar

make buttonholes

do a machine blind hem

sew tucks or pleats

sew with knit

sew ruffles

match fabric design

hand sew buttons

use fiberfill

apply trim

apply machine appliqué

sew a simple lining

insert piping

sew patch pockets

apply machine topstitching

apply bindings

construct with a serger

sew inseam pockets

**Exhibit**

1. WEARABLE – two (2) garments that can be worn together made to be worn by the 4-H member or another person examples: shirt/vest, pants/top, and skirt/blouse. Attach Sewing Skills Card (4-H 926D-W) to the exhibit
2. NON WEARABLE/ACCESSORIES – Attach Sewing Skills Card (4-H 926C-W) to the exhibit.
	1. Pillow sham with button or zipper closing, appliquéd design, piping or ruffle.
	2. Make your own pillow form
	3. Tote bag with zipper or duffel bag with zipper, pockets and lining
	4. Doll or pet clothes
	5. Or similar sewn article
	6. Construction techniques sample notebook (following instructions provided in the manual).

**Level C: Grade 7**

**Skills to learn and include in exhibit:** seam finishes are recommended on all exposed seams (except knits). Interfacing, under stitching, and trimming should be used when appropriate: choose at least 5 of these additional skills for each sewn exhibit:

make darts

attach cuffs

set in sleeves

sew facing

sew lining

apply ribbing

apply a collar

insert piping

sew on buttons

use doll joints

use fiberfill

apply inseam pockets

apply front hip pockets

use a twin needle

match fabric design

apply trims

construct with a serger

machine or hand appliqué

insert a lapped zipper

do machine quilting

do a hand-stitched hem

do a machine blind hem

apply machine embroidery

insert a fly front zipper

apply binding

apply ruffles

make buttonholes

apply patch pockets

apply tucks/pleats

machine top stitching

do a machine top stitched hem

**Exhibit**

1. WEARABLE – school, casual or sports outfit, made to be worn by the 4-H member or another person. Outfit can be one or more pieces.
	1. Definition of an outfit**:** An outfit is a garment or garments that when put together make a complete look. Examples include: one or two piece dress, one or two piece pant suit, or a three piece combination such as pants, vest and shirt.
2. NON-WEARABLE/ACCESSORIES
	1. dressed, jointed (with sockets) stuffed animal
	2. sewn item for holiday or special occasion
	3. or similar sewn article
	4. construction techniques sample notebook: add to previous samples: dart sampler, interfacing samples and uses chart, seaming options for knit fabrics, additional seam finishes, separating and fly-front zippers, closures: snap and hook options, hand stitching sampler, fabric swatches: at least 10 fabrics labeled with name, fiber and care, and topstitching samples.

**Level C: Grades 8 and 9**

**Skills****to learn and include in exhibit:** seam finishes are recommended on all exposed seams (except knits and non-raveling specialty fabrics), interfacing, under stitching, and trimming should be used when appropriate: .choose at least 6 of these skills for each sewn exhibit:

make darts

attach cuffs

add lining

insert elastic

add facings

apply a collar

add lapels

insert piping

make sleeves

make a neckband

add gathers/make tucks

apply trim

sew buttons

apply ribbing

add a drawstring

add ruffles

use shaped seams

use fiberfill

make button loops

add a waistband

add patch pockets

add welt pockets

add inseam pockets

add front hip pockets

match fabric design

make shoulder pads

do machine or hand quilting

apply machine or hand appliqué

do a machine blind hem

insert a lapped zipper

do a machine top stitched hem

make machine buttonholes

do a hand-stitched hem

make self-cover buttons

use specialty threads

make self-enclosed seams

sew with difficult fabric

apply machine top stitching

make bound buttonholes

make pleats

add boning

add plackets

add vents

add underlining

sew with knit

do hand beading

use twin needle

create bound edges

insert a fly front zipper

insert a separating zipper

insert an invisible zipper

**Exhibit**

1. Wearable: See Advanced sewing wearable exhibit categories below.
2. Non-Wearable:
	1. Sewn items for your home OR
	2. construction techniques sample notebook OR
	3. sewing machine survey (Following instructions provided in manual).

**Level D: Grades 10, 11, and 12**

**Skills to learn and include in exhibit:** Seam finishes are recommended on all exposed seams (except knits and non-raveling specialty fabrics). Interfacing, under stitching, and trimming should be used when appropriate: *Choose at least 6 of these skills for each sewn exhibit:*

make darts

attach cuffs

make tucks

add lining

insert elastic

add facings

add plackets

apply a collar

add lapels

make sleeves

make a neckband

add gathers

apply trim

sew buttons

apply ribbing

add a drawstring

add ruffles

use shaped seams

use fiberfill and/or batting

make button loops

add a waistband

add patch pockets

add inseam pockets

add front hip pockets

match fabric design

use twin needle

make shoulder pads

do machine or hand quilting

apply machine or hand appliqué

apply machine top stitching

insert a separating zipper

insert an invisible zipper

insert a fly front zipper

insert a lapped zipper

do a machine top stitched hem

do a machine blind hem

apply machine embroidery

coordination of fabric for quilted item

do a hand-stitched hem

make self-cover buttons

use specialty threads

make self-enclosed seams

sew with difficult fabric

make machine buttonholes

make bound buttonholes

hand/machine beading

make a reversible item

create bound edges

piece quilted item

make pleats

add boning

insert piping

add vents

add underlining

sew with knit

do hand beading

add welt pockets

other skills not listed above

**Exhibit**

1. Wearable: See Advanced sewing wearable exhibit categories below.
2. Non-Wearable:
	1. Sewn items for your home OR
	2. construction techniques sample notebook OR
	3. sewing machine survey. (Following instructions provided in manual).

**Senior Wearable Categories (Levels C & D)**

All senior sewing wearable exhibits (Grades 8-12) are to be made so it can be worn by the exhibitor or another person. All senior sewing (Grades 8-12) outfits exhibited in Fashion Revue must be made and worn by the exhibitor.

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.

1. Informal or Casual Wear**:** A complete outfit of one or two pieces suitable for school, weekend, or casual, informal activities.
2. 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.
3. Free Choice: A complete outfit comprised of garments that do not fit in the other classifications. Examples include: tennis wear, swim wear, athletic or sportswear, lounge wear, riding habits, historic, dance, theatrical, or international costumes, capes, and unlined coats.
4. 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.
5. Separates**:** Consists of three garments that must be worn as a coordinated complete outfit. Each piece should be versatile enough to be worn with other garments.
6. Formal Wear**:** This outfit may be one or more pieces suitable for any formal occasion, such as proms, weddings, and formal evening functions.

***STATE FAIR ENTRY:*** *1 wearable and 1 non-wearable from each grade level or category*