# **4-H CLOTHING AND TEXTILES PROJECT**



In this project, youth learn about textiles, fashion and personal style. They partner with adults to design and create clothing and accessories. The 4-H clothing and textiles project may include sewing and purchasing clothing, fashion design, wardrobe inventory, clothing repair and more.

- Plan and create an exciting wardrobe on a budget.
- Strengthen self esteem through individual expression.
- Develop skills to purchase, make and care for clothing.
- Learn about the fibers and methods used to create textiles.

Starting Out Beginner	Learning More Intermediate	Exploring Depth Advanced
<ul> <li>Learn to thread a sewing machine and use it safely.</li> <li>Assemble a sewing kit and understand the tools.</li> <li>Practice safety with all tools - scissors, iron, etc.</li> <li>Learn to buy and begin to use a pattern.</li> <li>Cut and sew straight lines, curves, corners.</li> <li>Learn basic hand stitches such as sewing on buttons.</li> <li>Discover styles and colors that are becoming.</li> </ul>	<ul> <li>Sew garments from patterns using body measurements and garment ease.</li> <li>Practice safety with all tools and equipment.</li> <li>Do: sleeves, pockets, darts, interfacing, facings, collar, buttonholes, blind hems.</li> <li>Practice modeling.</li> <li>Make or select an outfit for competitive evaluation.</li> <li>Demonstrate laundry and garment care.</li> <li>Visit a department store to</li> </ul>	<ul> <li>Explore the different traits and uses of animal, plant and synthetic textiles.</li> <li>Design and accessorize an outfit for competitive eval- uation.</li> <li>Learn pattern alteration.</li> <li>Learn techniques for sew- ing knits, stripes, plaids, velvet, chiffon and lace.</li> <li>Use a serger for seams and seam finishes.</li> <li>Do: fly zipper, cuffs, welt pocket or bound button-</li> </ul>
• Do: gathering, insert a zip- per, machine hem, elastic casing.	<ul><li>try on clothing that fits.</li><li>Examine the cost of new versus used clothing.</li></ul>	<ul><li>hole, lining, pleats.</li><li>Alter or mend an existing garment.</li></ul>

The activities above are ideas to inspire further project development. This is not a complete list.

## Light Your Spark

Reach Your Goals



## **4-H THRIVE**

Help youth:

### **Light Their Spark**

A spark is something youth are passionate about; it really fires them up and gives them joy and energy. Help youth find what it is about clothing and textiles that excites them.

### **Flex Their Brain**

The brain grows stronger when we try new things and master new skills. Encourage youth effort and persistence to help them reach higher levels of success.

### **Reach Their Goals**

Help youth use the GPS system to achieve their goals.

- **G**oal Selection: Choose one meaningful, realistic and demanding goal.
- Pursue Strategies: Create a stepby-step plan to make daily choices that support your goal.
- **S**hift Gears: Change strategies if you're having difficulties reaching your goal. Seek help from others. What are youth going to do when things get in their way?

### Reflect

Flex Your Brain

Ask project members how they can use their passion for clothing and textiles to be more confident. competent and caring. Discuss ways they can use their skills to make a contribution in the community, improve their character or establish connections. Reach Your Goals

# **Expand Your Experiences!**

### **Healthy Living**

- Create a articles of clothing that keeps people safe. Focus on features such as color, reflective panels, temperature control and more.
- Learn how to take accurate body measurements.
- Determine your body type and choose clothing that makes you feel good about yourself.

## Science, Engineering, and Technology

- Use math skills to create a pattern from your own design.
- Create a video highlighting clothing construction techniques or your county fashion revue.
- Use fashion design software to plan and create a garment.
- Design an experiment that tests the durability, stain-resistance, or color-fastness of a material.

### Citizenship

- Donate gently used or outgrown clothing to a community-based organization.
- Create bags, pouches and covers that can be used on traditional walkers, seated walkers and wheelchairs. Donate the finished products to a senior center or rehab hospital.
- Organize a clothing closet that provides clothing to those entering the job market.

### Leadership

- Teach younger members how to read clothing care labels and do their own laundry.
- Develop judging classes on fabrics, tools, construction methods and clothing care
- Start your own sewing or tailoring business.
- Organize a field day featuring clothing and textile project skills and service activities

Connections & Events	Curriculum	4-H Record Book
Presentation Days – Share	• Sewing Expressions (1-3) -	4-H Record Books give members
what you've learned with others	www.4-hmall.org/Category/4	an opportunity to record events
through a clothing and textiles-	-hcurriculum-sewing.aspx	and reflect on their experiences.
related presentation.	• Clothing Decisions: A Style of	For each project, members docu-
	Your Own -	ment their personal experiences,
Field Days - During these	www.human.cornell.edu/	learning and development.
events, 4-H members may par-	fsad/outreach/programs/	
ticipate in a variety of contests	youth-programs/consumer-	4-H Record Books also teach
related to their project area	decisions.cfm	members record management
	• Let's Sew -	skills and encourage them to set
Contact your county 4-H office	learningstore.uwex.edu/Lets-	goals and develop a plan to
to determine additional oppor-	Sew-P924.aspx	meet those goals.
tunities available, such as a	• Sewing for Fun - <u>4h.unl.edu/</u>	Ŭ
countywide fashion revue, or	web/4hcurriculum/4h169	To access the 4-H Record
family and consumer science		Book online, visit
field day.	• 4-H Clothing Project Guide -	
neiu uay.	<u>ucanr.org/sites/4-H-Fresno/</u>	www.ca4h.org/4hbook.



#### Resources

- Plants & Textiles
   blogs.cornell.edu/garden/getactivities/signature-projects/ plants-and-textiles
- Mini 4-H: Before You Sew <u>www.extension.purdue.edu/</u> <u>extmedia/4H/4-H-911-7W.pdf</u>
- Home Sewing Association
   <u>www.sewing.org</u>
- The McCall Pattern Company <u>www.mccall.com</u>
- Sew What's New sew-whats-new.com
- Fabric Link <u>www.fabriclink.com</u>
- MSU 4-H clothing Project Manual mdg.ext.msstate.edu/sewing/ index.html
- In-Touch Science: Fabrics <u>www.intouch.cornell.edu</u>
- Pendleton Woolen Mills <u>www.pendleton-usa.com</u>
- Cotton's Journey <u>www.cottonsjourney.com</u>
- Cotton Counts
- Simplicity <u>www.simplicity.com</u>

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## University of California Agriculture and Natural Resources

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