

ARTS & CRAFTS

Whatever craft project you are enrolled in, you will want to keep this guidebook close at hand. It lists the requirements for the craft projects you are taking, how to prepare your exhibit, and lists additional references which may be helpful to you.

GENERAL REQUIREMENTS

1. To complete any craft project, follow the division and exhibit requirements for the art or craft selected.
 - a. Attach to project 4-H-618AW "4-H Craft Information Card" for description of work completed on the project.
 - b. If multiple pieces make up the exhibit, a photograph of the complete exhibit should be attached to the exhibit so the total exhibit can properly be displayed.
 - c. For safety purposes, any craft exhibit that resembles a sword, knife or look-a-like weapon will be judged, but will not be displayed.
2. Fill out the record sheet neatly and completely
3. Any 4-H'er enrolled in 4-H craft projects should be interested not only in learning how to do new crafts, but also, in broadening his general knowledge and sharing new ideas and skills with others. Each 4-H'er enrolled in a craft project is encouraged do two of the following:
 - (a) Attend a 4-H Arts and Crafts Workshop if one is held in your area.
 - (b) Present a demonstration at a local 4-H club meeting or at the State 4-H demonstration contest.
 - (c) Visit the local library and acquaint yourself with art and crafts reference materials available.
 - (d) Attend an arts and crafts show in your community.
 - (e) Visit the Southern Indiana Center for the Arts and investigate their classes.
 - (f) Visit a hobby shop or arts and crafts store.
 - (g) Make a reference file or scrapbook for your own use. Whenever you see a pattern, article, or idea in a magazine, clip it and save it for later use.

HELPFUL TIPS

KEEP THESE IDEAS IN MIND WHEN WORKING ON YOUR PROJECT:

1. Do your own work; don't copy others.
2. Make useful articles (beautiful and practical).
3. Choose materials best suited to the use of the article.
4. Avoid too much decoration or unnecessary decoration.
5. Designs should fit the space and seem to belong there.
6. Color is important; use it sparingly and wisely.
7. Many articles need a protective finish.
8. A simple border may provide a pleasing decoration.
9. Don't put decoration on decoration.

JUDGING

How would you rate your project? Is it very good, good, or does it need to be improved? Use the following to evaluate your work.

Usefulness

Originality

Choice of Materials

Suitability of Design:

 Structural, shape and size

 Decoration, added color or material

Workmanship

Finishing

Use of Color

CERAMICS

Choose either “pre-mold ceramics” or “hand built pottery”.

GENERAL INFORMATION -Lamps, figures or any large article should have felt bottoms for protection..

PRE-MOLD CERAMICS (No Porcelain)

BEGINNER - Grades 3-5

Things to Learn

1. How to select pieces
2. Tools and uses
3. Glazing or staining techniques

Exhibit requirements: One simple article one stain or glaze color. Glazes may be white, colored or crystal.

INTERMEDIATE - Grades 6-8

Things to Learn

1. Staining methods
2. Antiquing methods

Exhibit requirements: One article using one or more stains or glazes Use preparation techniques learned last year and experiment with different effects produced with stain and antiquing.

ADVANCED - Grades 9-12

Things to Learn

Proper techniques for

1. Dust away
2. One stroke
3. Dry brushing
4. Overglaze
5. Chalks
6. Other advanced techniques

Exhibit requirements: One article or set of articles technique. This division may be repeated choosing more difficult projects each succeeding year.

**CERAMICS
HAND BUILT POTTERY**

BEGINNER – Grades 3-5

Things to Learn

1. How to prepare clay for use
2. Tools and uses
3. Hand building techniques—pinch pot, coil method, slab construction, wheel
4. Glazing and firing techniques

Exhibit requirements: One simple article built from hand with one glaze color. Glazes may be white, colored, or crystal.

INTERMEDIATE – Grades 6-8

Things to Learn

1. How to prepare clay for use.
2. Hand building techniques-- pinch pot, coil method, slab construction, wheel
3. Decorating techniques
4. Underglazing

Exhibit requirements: One article using one or more stains or glazes. Use techniques learned last year and experiment with different effects for decorating, staining and glazing.

ADVANCED – Grades 9-12

Things to Learn

1. Hand building techniques-- pinch pot, coil method, slab construction, wheel
2. Combing techniques
3. Other advanced techniques

Exhibit requirements: One article or set of articles built from hand using more than one technique. This division may be repeated choosing more difficult projects each succeeding year.

CROCHET

BEGINNERS: - Grades 3-5

Things to Learn

1. The abbreviations, symbols and terms used in crochet.
2. To work a chain stitch.
3. To work a single crochet.
4. To work a slip stitch.
5. To fasten off.
6. To increase in single crochet.
7. To decrease in single crochet.
8. To work to gauge.
9. To care for crocheted garments
10. To join a new strand of yarn.

Exhibit: An article or articles (a pair or set) using the Things to Learn.

INTERMEDIATE: - Grades 6-8

Things to Learn

1. Review Things to Learn from Beginners.
2. To work double crochet.
3. To decrease a double crochet.
4. To work a half double crochet (or short double crochet).
5. To work a triple crochet.
6. To work the afghan stitch.
7. How to work Cross-stitch design on afghan stitch work.
8. How to select your pattern and the correct yarn for it.
9. Gauge "what it means and how to check it".
10. How to finish seams and yard ends.
11. To measure work.
12. The abbreviations, symbols and terms used in intermediate crochet.

Exhibit: An article or articles (a pair or set) worked in your choice of one or more of "Things to Learn".

ADVANCED: - Grades 9-12

Things to Learn

1. Symbols and terms used in advanced crochet.
2. To increase at end of row.
3. To work crochet buttonholes and covered buttons.
4. To finish buttonholes.
5. How to use two or more colors.

CROCHET, continued

6. To set in sleeves.
7. To form motifs in crochet.
8. Using two or more colors following a chart.
9. Afghan stitch increasing and decreasing.
10. Pattern afghan stitches.
11. Hairpin Lace.
12. Broomstick Lace.
13. Cro-Knit (a form of afghan stitch)
14. Daisy Loom.

Exhibit: An article or articles (a set or pair) worked in your choice of one or more of the "Things to Learn".

KNITTING

BEGINNER - Grades 3-5

Things to Learn

1. Abbreviations, symbols, and terms used in knitting.
2.
 - a. Wind yarn carefully to avoid stretching.
 - b. Correct finger posture for proper yarn tension.
3. Knit stitch
4. Purl stitch
5. To increase
6. To decrease
7. Stitches you get by combining some of the above stitches:
Garter - knit each row
Stockinette - knit 1 row - purl 1 row
Ribbing - knit 1 stitch - purl 1 stitch
8. Bind off
9. How to join a new strand of yarn.
10.
 - a. How to rip
 - b. How to identify twisted stitches and correct them.
11. The care of knit garments.

Exhibit: Any article or pair of articles using:

1. Cast-on
2. Knit stitch
3. Purl stitch
4. Increase and decrease
5. Bind off.

KNITTING, continued

INTERMEDIATE - Grades 6-8

Things to Learn

1. How to choose a pattern and proper yarn for it.
2. GAUGE - What it means and how to check it.
3. How to pick up a dropped stitch.
4. Work a yarn over.
5. Seed stitch (moss stitch).
6. A cable.
7. How to pick up stitches on edges.
8. How to sew seams and finish yarn ends.
9. How to increase (other than knitting in the front and back of one stitch).
10. How to decrease (other than knitting two stitches together)
11. Review things to learn in beginners knitting.
12. How to measure work.
13. To set in sleeves.

Exhibit: A fitted garment for you or another person, with or without sleeves, showing some of the things you have learned. Include with your garment your stitch gauge swatch.

ADVANCED - Grades 9-12

Things to Learn

1. Symbols and terms used in advanced knitting.
2. To cast on at the end of row.
3. To work knitted buttonholes.
4. To finish buttonholes.
5. To set in a pocket.
6. To work duplicate stitch.
7. To follow a chart using two or more colors from balls of yarn.
8. To follow a chart using bobbins.
9. Care of knit garments.
10. Working with circular needles or double pointed needles.
11. To weave top edges of stockinet and garter stitch.
12. Multiple of pattern stitch.
13. Review beginning and intermediate knitting.

NOTE: Choose one or more of the things to learn each year you repeat this project.

Exhibit: An article or articles (a pair or set) worked in your choice of one or more of the things to learn.

EMBROIDERY - CREWEL - NEEDLEPOINT

BEGINNERS: - Grades 3-5

Things to Learn:

1. The right choice of background materials.
2. Proper equipment and care of it.
3. Running stitch.
4. Straight stitch.
5. Lazy Daisy stitch.
6. French knot.
7. Cross stitch.
8. How to launder your embroidery work.
9. How to block or press into shape.

Exhibit: 1 tea towel, 1 pillow case, or a small picture using one or a combination of the above stitches.

NOTE: It may be stamped, transferred, traced or your design.

INTERMEDIATE: - Grades 6-8

Things to Learn:

1. How to begin and end your work without knots.
2. How to experiment with stitches and materials to discover how best to express the subject.
3. Backstitch.
4. Outline stitch.
5. Chain stitch.
6. Buttonhole stitch and closed buttonhole.
7. How to remove stamping from material.
8. How to block and mount embroidered pictures.
9. Review stitches in Beginners embroidery.

Exhibit: a picture, pillow, or table covering using one or more of the above stitches, along with stitches learned in Beginners.

EMBROIDERY - CREWEL - NEEDLEPOINT, continued

ADVANCED - Grades 9-12

A. Advanced Embroidery Stitches:

Combine some of the following stitches along with many others and let your embroidery express your own personality.

1. Filling stitches: Seed - Star - Trellis - Cross - Fagot
2. Edge stitches: Knotted Blanket - Crossed Blanket
3. Border stitches: Herringbone - Chevron - Show Embroidery

Further your skills in Blocking - Mounting and caring for your work.

B. Crewel Embroidery:

A wide variety of embroidery stitches worked with Crewel Wool on linen (or a similar embroidery type fabric).

C. Fabric as a guide Embroidery:

1. Cross-stitch on Gingham
2. Lazy Daisy on Dotted Swiss
3. Ad-Lib stitches on Ticking or other bold striped fabric
4. Tenerife on checks
5. Smocking

D. Drawn Threadwork:

Drawn threadwork is a form of counted thread embroidery in which the threads are cut and pulled out from a loosely woven fabric and the remaining exposed threads are stitched together in patterns.

E. Needlepoint: The Art of Needlework on Canvas

1. Ready-worked designs
2. Frame
3. Painted canvas
4. Creating your own original designs
5. Bargello or Florentine canvas work
6. Repeat decorative designs

F. Huckweaving

Exhibit Requirements: An article or unit of articles using one or more of the above techniques.

LEATHER CRAFT

NOTE: EXHIBIT ALL ARTICLES IN PLASTIC BAG SO IT CAN BE HUNG UP FOR DISPLAY.

BEGINNER: - Grades 3-5

Make one of the following using a simple stamped design with or without single lacing.

1. Coaster (set of 4)
2. Coin purse
3. Key case

Exhibit: 1 or more article(s) made.

INTERMEDIATE: - Grades 6-8

- A. Learn kinds and working qualities of leather
- B. Practice the correct way to handle stamping tools and how to hold a mallet so as not to tire easily.
- C. Learn how much moisture to use in working leather.
- D. Practice making simple and original designs with stamping tools.
- E. Practice on leather scrap pieces to learn the tooling technique and the correct use of the swivel knife, how deep to cut, and decorative cuts.
- F. Learn double overlay lacing in purses and billfolds.
- G. Select an article to tool and carve, applying the design and if needed - lacing.
Make one of the following:

- | | |
|----------------|-------------|
| 1. Belt | 3. Key case |
| 2. Small purse | 4. Billfold |

Exhibit: 1 article made.

ADVANCED: - Grades 9-12

- A. Practice developing the following skills:
 - **Dyeing - use proper techniques
 - **Tools for figure carving
 - **Learn the different grades of leather
 - **Learn to cut your own hides
- B. Select an article to carve - simple dyes may be used. Can use pre-cut kits, but article should NOT be pre-embossed -- carving and if needed lacing should be done. Suggested articles: Bridles, saddles, bowling bags, pictures, billfolds, handbags.

Exhibit: 1 article made.

PAINTING

BEGINNER: - Grades 3-5

INTERMEDIATE: - Grades 6-8

ADVANCED: - Grades 9-12

Requirements for all levels:

Exhibit: One framed picture

1. Make a painting using tempera, oil, pastels, acrylic or water color – on canvas, canvas board, or paper.
2. If you use water colors, tempera, pastels, or water color, the picture is to be under glass and matted. If oils or acrylic are used, picture does not need to be under glass or matted.
3. All pictures must be framed, ready to hang. Preferred method for county fair exhibition is screw eye and wire with back securely finished.
4. Suggested subjects:
 - A. Seasonal pictures
 - B. Portrait
 - C. Still Life
 - D. Scenery or Landscape
 - E. Own Choosing

DRAWING

BEGINNER: - Grades 3-5

INTERMEDIATE: - Grades 6-8

ADVANCED: - Grades 9-12

Requirements for all levels:

Exhibit: One framed picture

1. Make a drawing using charcoal, pencil, ink, chalk or oil pastels, or a combination – on canvas, canvas board, or paper.
2. The picture is to be under glass and matted.
3. All pictures must be framed, ready to hang. Preferred method for county fair exhibition is screw eye and wire with back securely finished.
4. Suggested subjects:
 - A. Seasonal pictures
 - B. Portrait
 - C. Still Life picture
 - D. Scenery or Landscape picture
 - E. Own Choosing

ALL OTHER CRAFTS

Any craft that is not listed above is classified as all other crafts. Some examples are: macramé, metal craft, enameling, reed craft, latch hook, doll making, fabric designs, paper figures, etc.

ALL GRADES -

1. All pictures must be framed, ready to hang. Preferred method for fair exhibition is screw eye and wire with back securely finished.