

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, 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

Use a simple seam finish

Sew and trim a crotch curve

Stitch in the ditch

Machine topstitch hems

Exhibit

1. WEARABLE - elastic waist shorts, pants or skirt with fold over casing; no pockets.
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.

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

Trim and grade seams

Stay stitch and under stitch

Work with fiberfill

Apply a facing or binding

Machine topstitch hems

Stitch curved seams

Exhibit

1. WEARABLE
 - a. shorts, pants, or skirt with waistband or facing, or partial elastic waistband (not a full elastic waistband)
 - b. simple shirt or top
 - c. BBQ apron.
2. NON WEARABLE/ACCESSORIES
 - a. shaped pillow with curved seams, stuffed and sewn closed
 - b. hanging pocket organizer
 - c. bound edge placemats (set of four).

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	hand-stitch a hem	use a simple lining
gather fabric	sew a simple sleeve	do a machine blind hem
sew with knit	apply facings	apply binding
insert zipper	apply purchased trim or ribbons	apply machine topstitching
use a drawstring	sew patch or inseam pockets	do a machine topstitched hem
insert elastic	sew buttons	use batting

Exhibit

1. WEARABLE
 - a. simple shirt with sleeves
 - b. sundress or jumper
 - c. simple two-piece pajama.
2. NON WEARABLE/ACCESSORIES
 - a. Pillow lap quilt (quilted)
 - b. structured duffel bag, tote bag or backpack
 - c. sewn hat.

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 blind hem	sew a simple lining
do a machine topstitched hem	sew tucks or pleats	insert piping
set in sleeves	sew with knit	sew patch pockets
sew facings	sew ruffles	apply machine topstitching
insert a lapped zipper	match fabric design	apply bindings
apply ribbings	hand sew buttons	construct with a serger
hand-stitch a hem	use fiberfill	sew inseam pockets
sew a simple collar	apply trim	
make buttonholes	apply machine appliqué	

Exhibit

1. WEARABLE – two (2) garments that can be worn together - 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.
 - a. Pillow sham with button or zipper closing, appliquéd design, piping or ruffle.
 - b. Make your own pillow form
 - c. Tote bag with zipper or duffel bag with zipper, pockets and lining
 - d. Doll or pet clothes
 - e. 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	apply inseam pockets	apply machine embroidery
attach cuffs	apply front hip pockets	insert a fly front zipper
set in sleeves	use a twin needle	apply binding
sew facing	match fabric design	apply ruffles
sew lining	apply trims	make buttonholes
apply ribbing	construct with a serger	apply patch pockets
apply a collar	machine or hand appliqué	apply tucks/pleats
insert piping	insert a lapped zipper	machine top stitching
sew on buttons	do machine quilting	do a machine top stitched hem
use doll joints	do a hand-stitched hem	
use fiberfill	do a machine blind hem	

Exhibit

1. WEARABLE - school or sports outfit, can be one or more pieces.
 - a. 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
 - a. dressed, jointed (with sockets) stuffed animal
 - b. sewn item for holiday or special occasion
 - c. 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	use fiberfill	use specialty threads
attach cuffs/make tucks	make button loops	make self-enclosed seams
add lining	add a waistband	sew with difficult fabric
insert elastic	add patch pockets	apply machine top stitching
add facings	add welt pockets	make bound buttonholes
apply a collar	add inseam pockets	make pleats
add lapels	add front hip pockets	add boning
insert piping	match fabric design	add plackets
make sleeves	make shoulder pads	add vents
make a neckband	do machine or hand quilting	add underlining
add gathers	apply machine or hand appliqué	sew with knit
apply trim	do a machine blind hem	do hand beading
sew buttons	insert a lapped zipper	use twin needle
apply ribbing	do a machine top stitched hem	create bound edges
add a drawstring	make machine buttonholes	insert a fly front zipper
add ruffles	do a hand-stitched hem	insert a separating zipper
use shaped seams	make self-cover buttons	insert an invisible zipper

Exhibit

1. Wearable: See Advanced sewing wearable exhibit categories below.
2. Non-Wearable:
 - a. Sewn items for your home OR
 - b. construction techniques sample notebook OR
 - c. 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	add a waistband	make self-cover buttons
attach cuffs	add patch pockets	use specialty threads
make tucks	add inseam pockets	make self-enclosed seams
add lining	add front hip pockets	sew with difficult fabric
insert elastic	match fabric design	make machine buttonholes
add facings	use twin needle	make bound buttonholes
add plackets	make shoulder pads	hand/machine beading
apply a collar	do machine or hand quilting	make a reversible item
add lapels	apply machine or hand appliqué	create bound edges
make sleeves	apply machine top stitching	piece quilted item
make a neckband	insert a separating zipper	make pleats
add gathers	insert an invisible zipper	add boning
apply trim	insert a fly front zipper	insert piping
sew buttons	insert a lapped zipper	add vents
apply ribbing	do a machine top stitched hem	add underlining
add a drawstring	do a machine blind hem	sew with knit
add ruffles	apply machine embroidery	do hand beading
use shaped seams	coordination of fabric for quilted item	add welt pockets
use fiberfill and/or batting		other skills not listed above
make button loops	do a hand-stitched hem	

Exhibit

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

SENIOR WEARABLE CATEGORIES (LEVELS C & D)

1. 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.
2. Informal or Casual Wear: A complete outfit of one or two pieces suitable for school, weekend, or casual, informal activities.
3. 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.

4. **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.
5. **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.
6. **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.
7. **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