Clothing Project Brief

Learning Objectives
- Practice the life skills of decision making, communicating with others, leading self and others, planning and organizing and learning to learn.
- Gain knowledge about clothing fabrics and designs
- Understand sewing machine functions and how one operates
- Take measurements and design clothing that best fits your figure
- Understand proper clothing care

Fair Projects (building)
- Display an outfit you have made
- Identification poster on parts of a sewing machine
- Chart with types of stains and removal suggestions
- Display a clothing pattern you designed
- Chart on water temperatures and types of clothes to wash in each
- Display your sewing repair kit
- Scrapbook of clothes you have made
- Display a sewing project you have made

Demonstration Ideas
- How to wash clothes
- How to remove a stain
- How to iron a shirt
- How to use a pattern
- How to make a sewing repair
- How to measure for clothing size
- How to cut fabric
- How to layout a pattern

Field Trips
- Visit a clothing store
- Visit a seamstress/alterations
- Clothes designer
- Visit a fabric store

Ideas for Speech Topics
- Fabrics
- How clothes are made
- Fashion industry
- Clothing styles
- Clothing color dyes

Critical Thinking
- How is rhythm created when designing clothes?
- What are the two types of ease and can you define them?
- What temperature of water would you wash clothes that are white? Why?
- What is one example of a dye stain and how can it be removed?
- What are two fibers that must be dry cleaned only? Why?
- Name two parts of a sewing machine and explain its function.
- What are some types of clothes that should be hand washed? Why?

Community Service
- Make weighted blankets/vests for children with autism. Instructions http://4h.missouri.edu/projects/service/
- Volunteer to make an outfit for a friend or family member
- Make sewing repairs on family or friends' clothes
- Provide alterations for friends, family members, and community members
- Volunteer to make weighted blankets
- Organize a clothing drive
- Make lap blankets for elderly

Science & Technology
How do you use science and technology in this project?
Examples:
- Measurement and construction of project
- Explore new technology of sewing machines
- Gather information on how stain remover products work.
- Explain what happens to some fibers when they are not hand washed

Show Me Character
Trustworthiness - includes honesty, promise keeping and loyalty.
- Always take credit for the projects you've completed
- Be honest with friends, project leaders and judges
- Be on time to activities so everyone can start on time

Respect - includes courtesy and proper treatment of people and things.
- Treat everyone's projects the way you want them to treat your projects
- Show appreciation to those who help you complete your projects
- Be careful when working around other's fragile items
- Only judge others on the merit of their project not on your opinions of what they have made

Responsibility - includes the pursuit of excellence, accountability and perseverance.
- Clean up your workspaces; don't leave work for others to do
- Be a good representative of yourself and your 4-H club when working in craft shops or stores
- Pay your project leader on time if they order materials from you

Fairness - involves consistently applying rules and standards appropriately for different age groups and ability levels.
- Share your materials with other 4-Hers
- Only spend the amount of money that you've agreed to spend on your projects
- Always make sure you have signed up for the right skill level for your projects

Caring - promoting the well being of people and things in a young person's world. It denotes action and not just feelings.
- Show others you care by quilting, crocheting, knitting, sewing or crafting something for someone special.
- Use your craft for good, find a place to donate what you've made
- Help friends when they need an extra hand

Citizenship - includes making the home community and county a better place to live for themselves and others.
- Always complete your projects to the best of your abilities and according to the project specifications
- Share project materials and instructions with your peers
- Teach others what you know
- Take the initiative to learn something extra about what you're making

Show Me Standards
Missouri 4-H members will acquire the knowledge and skills to gather, analyze and apply information and ideas, communicate effectively, recognize and solve problems, make decisions and act as responsible members of society.

4-H members will acquire a solid foundation which includes knowledge of:
- **Fine Arts** - Process and techniques for the production, exhibition or performance of one or more of the visual or performed arts

Resources

Sewing (Clothes You Make)
521 Sewing Expressions-Level 1
Y5200 Let's Sew (sewing basics)
Y5210 Under Construction
LG5200 Sewing Expressions Helper's Guide

522 Clothing and Textiles-Level 2
Y5200 Let's Sew (sewing basics)
Y5220 Fashion Forward
LG5200 Sewing Expressions Helper's Guide

523 Clothing and Textiles-Level 3
Y5200 Let's Sew (sewing basics)
Y5230 Refine Design
LG5200 Sewing Expressions Helper's Guide

Consumerism (Clothes You Buy)
524 Clothing and Textiles-Level 1
Y5240 Looking Your Best
LG5240 Looking Your Best Leader Guide

525 Clothing and Textiles-Level 2
Y5250 The Total Look
LG5250 Total Look Best Leader Guide

All Units
Y620 4-H Project Record and Y5260 Fashion Review Activity Guide used in all levels
Ideas for judging classes use LG307 Family Consumer Science Judging Guide & LG730 Judging: A 4-H Teaching Technique

To Order
Extension Publications online at http://extension.missouri.edu/explore/shop/or by phone 1-800-292-0969
For additional resources check with your local University of Missouri Extension Center or the 4-H Source Book at http://www.4-hmall.org/educationalresources.aspx.