



COLORADO STATE UNIVERSITY
EXTENSION

4-H



CLOTHING CONSTRUCTION TIP SHEET

Literature Needed:

Leader Literature:

- MJ0501 STEAM Clothing Unit 1
- MJ0502 STEAM Clothing Unit 2
- MJ0503 STEAM Clothing Unit 3
- MJ0504 Beyond the Needle (Activity Manual)
- MJ0529BB Textile Experiments, required for STEAM Clothing 3

Member Literature:

- MJ0501 STEAM Clothing Unit 1
- MJ0502 STEAM Clothing Unit 2
- MJ0503 STEAM Clothing Unit 3
- MJ0504 Beyond the Needle (Activity Manual)
- MJ0529BB Textile Experiments, required for STEAM Clothing 3

Clothing Construction e-record: <https://co4h.colostate.edu/projects/erecords/e-recordclothingconstruction.doc>

Exhibit requirements can be found at:

<http://co4h.colostate.edu/statefair/packet/StateFairExhibitReq.pdf>

Score sheets can be found at:

<http://co4h.colostate.edu/statefair/state-fair-information/score-sheets>



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Project Tips:

- Clothing construction garments are evaluated on the construction of the articles/garments/outfits.
- Pattern "Instruction Sheet" is required for all units and must be attached securely in the binder with the Clothing Construction e-record. (Three-hole punch the patterning instruction sheet so that it will easily fit in the binder.
- Due to difficulty of skills involved, buttonholes and button loops are to be used in STEAM Clothing 2 and above.
- Sergers may be used as a seam finish, only, not as a seam for STEAM Clothing 1.
- Clothing is defined as wearable, dressy or casual wear, active/sportswear or sleep wear. An exhibit shall consist of no more than three coordinated pieces. No accessory items, i.e. shoes, scarves, hats, etc.
- In the Beginning STEAM Clothing units 1 & 2, be sure to follow the sewing techniques required for each specific unit.
- Exhibit in STEAM Clothing 1 should be a simple pattern with no more than five pattern pieces without set-in sleeves, zippers, collars, or button loops.
- Exhibit in STEAM Clothing 2 must include one or more of the following techniques: set-in sleeves, zippers, collars, cuffs or button holes.
- For the STEAM Clothing 3, be sure to include the textile experiments with exhibit garment fabric samples securely attached in the binder with the Clothing Construction e-record.
- Exhibit for STEAM Clothing 3 should demonstrate sewing skills beyond STEAM Clothing 2, for example: rolled hems, hand-picked zippers, princess seams, flat felled or mock flat felled seam finishes, invisible zippers, tailoring techniques (French or Hong Kong seam finishes), non-woven interfacing, bound button holes, shoulder pads, sleeves heads, lining, and or undrelining, welt pockets swing tacks, etc.).
- All garment pieces must be labeled for exhibit at the county or state fair. Use either a piece of muslin or fabric label and a fabric pen and include your name, age, clothing unit and county.
- When buying fabric be sure to look at the fabric content, unit 1 fabrics need to be firmly woven medium-weight cotton or at least 50 percent cotton blend fabric. For unit 2 exhibits may use any woven or knit fabric appropriate to the garments design. For STEAM Clothing unit 3 make sure that the fabric you select is between 50-100 percent of that fabric. Example: 75% wool and 25% cotton.
- Have fun with the 4-H story in your e-record. Follow directions and tell what you learned.
- Enter your garment in the county fair.
- Share information learned in a demonstration or a display.

Judging Criteria:

- Completeness of clothing construction e-record.
- Neatness and legibility
- Textile experiment completed for STEAM 3 Exhibits
- E-record includes: demonstration, talks, story, and pictures with at least one action shot of the member doing something with their project.