COLORADO STATE UNIVERSITY
EXTENSION

Clothing Construction

Project units are designed for members 8-18 years old.

STEAM Units 1-2
Inspiring youth to:
- Use a sewing machine
- Use a variety of tools
- Sew with simple patterns
- Build on sewing techniques
- Create a simple garment

Project units are designed for members 11-18 years old.

STEAM Unit 3 (Advanced)
Inspiring youth to:
- Use different fabrics
- Use more advanced techniques
- Experiment with different types of textile material

Growing Career Pathways
- Fashion Designer
- Graphic Designer
- Model
- Photographer
- Professional Tailor

Project units are designed for members 11-18 years old.

STEAM Unit 4 and Sewing for Others Unit 5
Inspiring youth to:
- Make garments for others
  - Learn to take accurate measurements
  - Learn how to adjust patterns

Related Projects
- Artistic Clothing
- Heritage Arts
- Visual Arts

Clothing Construction Tips

Beginner Tips:

- Unit 1: Use a simple pattern (5 pieces max) without set-in sleeves, zippers, collars or button loops (or select the Pillowcase class)
- Simple seam finish, no sergers
- Clothing is defined as wearable
- Exhibit shall consist of 3 (or less) coordinated pieces. No accessory items. (i.e. shoes, etc.)
- Units 1 & 2: Follow required sewing techniques
- Unit 1 Fabric Selection: Firmly woven medium-weight cotton or at least 50% cotton blend.

Advanced Tips:

- Buttonholes and button loops are to be used in Unit 2 and above
- Serger seam finish may be used
- Unit 2: Include one or more of these techniques: set-in sleeves, zippers, collars, cuffs or button holes
- Unit 2 Fabric Selection: At least 50% cotton.
- Unit 3: Demonstrate advanced sewing skills, such as: rolled hems, hand-picked zippers, princess seams, tailoring techniques (French or Hong Kong), non-woven interfacing, etc.
- Unit 3 Fabric Selection: Different from 50% cotton. Example: 75% wool and 25% cotton.

- Evaluation is based on construction of the articles, garments and/or outfits
- Pattern instruction sheet is required for all units and attached securely in binder
- Label all garment pieces by using a piece of muslin and fabric pen or fabric label. Include: name, age, unit and county
- Demonstrate and display information learned
- Have fun telling your story
- Exhibit at county fair

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Resources:

- Exhibit & Judging Requirements
- Record Books
- Manual Information

Located at: Colorado4h.org

Clothing Construction Industry Careers

Beyond Ready

Regulation
Help prevent illegal or contraband items from entering or leaving the United States

Labor Union/Workers Rights
Provide consultation and oversight in the textile and clothing industry to ensure worker's rights

Crop/ Animal Researcher
Improve raw products for the textile and clothing industry

Economic Philanthropy
Work to provide opportunities where jobs are scarce and trade skills are needed for community support

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Degrees/Certifications:
Information Technology (IT)
Fashion & Textile
Economics
Operations Management
Human Resources
Marketing & Sales
Agronomy/ Crop Science
Fashion Merchandising
Fashion Design

Market Analyzer/ Economics Study
Study Market trends and identify need/ wants of consumers and economic factors

Information Technology
Support the industry utilizing technological advances, especially for remote work/ education

Inspection
Provide services to ensure safety and quality throughout the production process

Trade Ambassador
Work with agricultural producers to secure supplies and materials and to market finished products