

Clothing STEAM Clothing Beyond the Needle

Mastering these sewing skills will provide a solid foundation upon which the member may build skills. To achieve success in this project the skills listed below will help 4-H leaders know what to teach and 4-H member to know what they need to learn. Have your leader initial and date each skill as completed. Each level may take more than one year to complete. You need to be able to check off 10-12 skills each year. 4-H member must complete Level 1 before beginning Level 2 and complete Level 2 before beginning Level 3, or have club leader and/or 4-H Professional approval to advance a level.

a mini	1 Clothing Beyond the Needle (complete mum of 10 skills each year for	Date Completed	Approved By
compl	etion.)		
1.	Demonstrate modeling techniques		
2.	Identify design elements and principles in your own clothes and sketches		
3.	Create your own color wheel and complementary color bar		
4.	Apply three color schemes to a pattern		
5.	Create a repeat pattern that could be printed on fabric or appearl		
6.	Identify tactile and visual textures		
7.	Create an original design		
8.	Create an original t-shirt design using fabric spray paint		
9.	Reuse pockets from a garment for a new purpose		
10	. Create unique details on fabric using stamping techniques with fabric paint		
11	. Create unique details on fabric using stenciling techniques with fabric paint	·	
12	. Create unique details on fabric using painting techniques		
13	. Identify a focal point on a project		
14	. Create a button collage		
15	. Dye fabric using: artificial and natural dye		
16	. Dye fabric using a resist technique		

17.	Discharge dye with bleach		
18.	Complete two home dyes (coffee and tea) to alter three samples		
19.	Create a stitching design using hand stitching		
20.	Demonstrate techniques to apply three of the following: rivets, grommets, eyelets, studs		
21.	Dye fabric using a twist on tie-dye with ice		
22.	Use oatmeal as a resist when dying fabric		
23.	Dye fabric with rust to create an original design		
24.	Construct a sample of three for the following manipulations: pleating, smocking, ruffling, embroidery, tangling thread		
25.	Demonstrate two applique techniques: machine, hand, reverse		
26.	Design a painted and stitched embellishment		
27	Create three samples of headwork		