

Clothing STEAM Level 1 Fundamentals

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.

	Fundamentals (complete a minimum kills each year for completion.)	Date Completed	Approved By
1. 2. 3.	Identify basic sewing tools Identify three types of thread Identify at least six parts of the sewing machine		
4.	Using seam guide demonstrate the following stitches • Straight • Zigzag • Back Stitch		
5.	PivotAble to thread a sewing machine		
6.	Learn to control speed on the foot pedal		
7.	Identify color relationships around the color wheel		
8.	Arrange colors to create color combinations based on color wheel		
	Take accurate body measurements (height, bust/chest, waist, hips, back waist length, arm length)		
10.	Identify five fibers		
11.	Identify woven, knit and non-woven fabrics		
12.	Identify fabrics with strongest static electricity		
13.	Identify which fibers are most absorbent		
14.	Identify fibers that have best water repellency		
15.	Identify raw and salvage edge or material		

16.	Learn to lay out pattern on fabric		
17.	Learn to recognize pattern symbols and properly mark them on your fabric		
18.	Learn to read the back of a pattern		
	envelope and know the recommended		
	fabric, notions and how much yardage		
	to purchase		
19.	Learn to read a pattern guide for sewing instructions and pattern layout		
20.	Sew a plain seam		
21.	Sew a zigzag finish		
22.	Sew a clean finish		
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23.	Sew a curved seam		
24.	Demonstrate a notch seam allowance		
25.	Demonstrate understitching when		
	using interfacing		
26.	Identify types of interfacing		
27.	Demonstrate three types of hand		
	stitches		
28.	Demonstrate a blind stitch by hand		
29	Identify three items that can be		
	uncycled		
30.	Identify two businesses that are doing		
24	what you are doing		
31.	Demonstrate three modeling		
	techniques		