

Clothing STEAM Level 3 A Stitch Further

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.	Use a serger		
2.	Thread a serger		
3.	Able to use three types of pressing tools		
4.	Identify fabrics insulation properties		
5.	Make one laundry detergent		
6.	Identify how laundry additives affect detergent cleaning abilities		
7.	Test and identify which fabrics are best choice for a swimsuit		
8.	Adjust a pattern for a fitting shell to create a pattern that perfectly fits your body		
9.	Identify two types of interfacing		
10	. Create an interfacing sample book		
11.	. Determine when garments require lining		
12.	. Identify three types of lining		
13.	. Use pressing techniques appropriate for wool		
14.	. Use pressing techniques appropriate for velvet, vinyl and/or leather		
15.	. Complete a bodice using vinyl or leather		
16.	. Calculate the amount of yardage		

17.	Apply elements of design to pattern	
	and fabric selection	
18.	Identify fabric and notions that can be	
	reused	
19.	Sew a garment or accessory from	
	reused materials	
20.	Sew a French seam	
21.	Sew a flat felled seam finish	
22.	Create two samples of methods to	
	install boning	
23.	Create three types of rolled hems	
	(using a serger, sewing machine and	
24	hand sewing) Sew an invisible zipper	
24.	sew all illusible zipper	
25.	Practice three tailoring techniques	
26.	Sew a bound buttonhole	
27.	Sew a Hong Kong seam finish	
28.	Create a sample hand sewn zipper	
29.	Sew French tacks in a sample	
30.	Develop a business name and logo	
31.	Research how to trademark	
32.	Research patent laws	
33.	Research how to write a business plan	
34.	Write your own business plan	
	,	
25	Learn how to accessorize an outfit	