

## FABRICS & FASHIONS (Design & Construction)

The Skill Mastery sheet <http://4h.okstate.edu/literature-links/lit-online/family-consumer-science/fabric/skill-mastery-sheets> is an education tool to guide project construction for fair exhibits. The projects have been carefully selected and directed for members to investigate and learn specific skills and information. The end product is being evaluated on the skills “you learned,” as identified on the age appropriate skill sheet.

Use the skill sheet as a planning tool. Ask yourself, “What skills are necessary to learn and appropriate to apply to my project’s design and construction?” It is important that each 4-H member take responsibility for the life skill of “learning to learn.” This may require members, leaders and educators to look up terms and learn techniques as part of the educational process.

*Projects being exhibited* will be evaluated on the 4-H members “mastery” of skill(s) and subject matter. The 4-H Fashion and Fabrics Member’s & Leader’s Guides provide basic information that members need to learn (master) and demonstrate in their project work. Members are encouraged to seek out other valid resources which teach proper technique and knowledge in the areas of design and construction.

### **General Skills to be mastered in project/product in ADC, IDC and HTDC:**

- **Structural Design:** Construction technique, size, form, color and texture suited to the materials and product end use.
- **Elements of Design:** The finished product illustrates the member is learning or “mastering” the basic elements of design - lines, shapes or forms, textures, colors, and space.
- **Principles of Design:** The finished product illustrates an awareness and application of the principles of harmony, proportion, balance, rhythm and emphasis adding dimension, interest and/or appeal to the finished product.
- **Surface Design:** Any lines, shapes, colors, textures, or materials applied to the product or item design that creates an emotional or personal quality, individuality and creative expression without disturbing initial/end purpose. Design is that “something” which makes the item unique to the individual designer.

**Reports/Descriptions/Expense Sheet/etc.** – Exhibits requiring a report/description/expense sheet of any kind, can be typed or neatly/legible hand written. Report should be one-two pages. If typed, it must be double spaced using a minimum of 12-point font. **Report MUST be SECURELY attached to the exhibit.**

## APPAREL DESIGN & CONSTRUCTION – (ADC)

### **Level 1 (Grades 3-4)**

Project must have at least 2 of the skills required for the ADC level 1 project work. Some classes have specific Level 1 skills/techniques which must be incorporated into the exhibit.

**Simple Tops** (shirt, tank top, t-shirt, vest, poncho, costume, or any other similar simple top). No lined garments. Exhibits are to be SIMPLE. Exhibit must have two or more of the specific skills/techniques listed under any of the following heading Level 1 Mastery Sheet: [Buttons](#), [Casing](#), [Hem](#), [Seams](#), [Seam Finishes](#).

**Simple Bottoms** (shorts, capris, pants, skirts, costume, or any other similar simple bottom). Garments are not to be lined, have pockets or a zipper. Exhibits are to be SIMPLE. Exhibit must have two (2) or more of the specific skills/techniques listed under any of the following headings Level 1 Mastery Sheet: [Hem](#), [Seams](#), [Seam Finishes](#), [Waistband](#).

**Simple Recycled Denim Item** (*Must be made from recycled denim. Must be an item that can be modeled.*)

### **Level 2 (Grades 5-6)**

Project must have at least 2 of the skills required for the [ADC level 2](#) project work. Some have specific Level 2 skills/techniques which must be incorporated into the exhibit.

**Lined or Unlined One-piece garment with facing** (top, robe, jacket, dress, jumpsuit, shooting vest, costume, or any other similar one-piece garment with a facing).

**Lined or Unlined Bottom with one or more: pocket, waistband or facing** (shorts, capris, pants, skirts, costume, or any other similar bottom). Exhibit must have two (2) or more of the specific skills/techniques listed under any of the following headings in the Level 2 Mastery Sheet: [Facing](#), [Pocket](#), [Waistband](#), [Zipper](#). No invisible zippers in level 2. Waistband can be a flat front band and elastic back.

**Lined or Unlined Two-Piece Garment with one or more: pocket, waistband or facing** (coordinating top and bottom, jacket/vest with bottom/dress, PJ’s, costume, or any other similar two-piece garment). Exhibit must have two (2) or more of the specific skills/techniques listed under any of the following headings in the Level 2 Mastery Sheet: [Facing](#), [Pocket](#), [Waistband](#). No invisible zippers level 2. Waistband can be a flat front band and elastic back.

**Recycled Denim Item** (*Must be made from recycled denim. Must be an item that can be modeled.*)

### **Level 3 (Grades 7-8)**

Project must have at least two (2) of the skills/ techniques for the [ADC Level 3](#) project work. Some classes have specific Level 3 skills/techniques which must be incorporated into the exhibit.

**Blouse/Shirt with Sleeves and Closure.** Exhibit must have two (2) or more of the specific skills/techniques listed under any of the following headings in the Level 3 Mastery Sheet: [Buttons and Buttonhole](#), [Fasteners](#), [Sleeves](#), [Zipper](#). No jackets, coats or vests.

**Lined or Unlined Bottom with zipper and pocket(s)** Exhibit must have two (2) or more of the specific skills/techniques listed under any of the following headings in the Level 3 Mastery Sheet: [Interfacing/Underlining](#), [Lining](#), [Pockets](#), [Zippers](#). Pocket style must be one described on the skill sheet

**Lined or Unlined Two-Piece Garment** (coordinating top and bottom, jacket/vest with bottom/dress, PJ's, uniform, costume, or any other **similar** two-piece coordinate). Exhibit must have two (2) or more of the specific skills/techniques listed under any of the following headings in the Level 3 Mastery Sheet: [Buttons and Buttonhole](#), [Fasteners](#), [Interfacing/Under-lining](#), [Lining](#), [Pockets](#), [Sleeves](#), [Zipper](#).

**Fashion Garment** created by Knitting/Crocheting/Tatting/Felting or similar technique. Knitted or crocheted exhibit must have two (2) or more of the specific skills/techniques listed under any of the following headings in the Level 3 Mastery Sheet: Crochet and/or Knitting.

**“Redesigned” Original Apparel/Fashion Garment** with before and after (garment being worn) pictures and a written description of the design and construction process/steps the member undertook and reason(s) for “redesign.” See [Frugal Fashion](#) Instruction Sheet and other OK [Recycle and Redesign](#) resources.

**Recycled Denim Item** *(Must be made from recycled denim. Must be an item that can be modeled.)*

### **Level 4 (Grades 9-12)**

Project must have at least two (2) of the skills/ techniques required for the [ADC Level 4](#) project work. Some classes have specific Level 4 skills/techniques which must be incorporated into the exhibit.

**One-piece lined or unlined garment** (pants, skirt, coat, jacket, dress, jumpsuit, uniform, formalwear, costume, or any other **similar** garment) with two (2) or more of the specific skills/techniques listed under any of the following headings in the Level 4 Mastery Sheet: [Collar/Cuff](#), [Buttons and Buttonholes](#), [Fasteners](#), [Hem](#), [Interfacing/Under lining/Interlining](#), [Lining](#), [Seam](#), [Seam/Finish](#), [Zipper](#).

**Two-piece lined or unlined ensemble/coordinate** (coat/jacket/vest/shirt/blouse with dress/pants/slacks/ skirt/etc., suit, costume, or any other **similar** two-piece coordinate with two (2) or more of the specific skills/techniques listed under any of the following headings in the Level 4 Mastery Sheet: [Collar/Cuff](#), [Buttons and Buttonholes](#), [Fasteners](#), [Hem](#), [Interfacing/ Under lining/Interlining](#), [Lining](#), [Seam](#), [Seam/Finish](#), [Zipper](#).

**Fashion Garment** created by Knitting/Crocheting/Tatting/Felting or similar technique. Knitted or crocheted exhibit must have two (2) or more of the specific skills/techniques listed under any of the following headings in the Level 3 Mastery Sheet: Crochet and/or Knitting.

**Recycling/Upcycling Apparel on a Budget** – Focus is on the skill/technique mastery applied to the recycling/upcycling of a garment with a budget of \$10. Must include an expense sheet for any supplies/garments purchased. In kind or on hand supplies (thread, fabric/trim scraps, buttons, interfacing, etc.) used in the design and construction are also to be listed on the expense sheet. Exhibit must include before and after (garment being worn) pictures and a written description of the design and construction process/steps the member undertook. See [Frugal Fashion](#) Instruction Sheet and other OK [Recycle and Redesign](#) resources.

**Recycled Denim Item** *(Must be made from recycled denim. Must be an item that can be modeled.)*