

November, 1965 (Rev.)

E. M. 481

OUTLINE FOR 4-H CLOTHING PROJECTS

Hazel L. Roberts

Extension Clothing Specialist

These projects were prepared to help 4-H Club members to achieve the following:

1. To develop more self-confidence and poise by learning:
 - To select and make clothing becoming and expressive of the personality.
 - Skills necessary to plan, select, and construct clothing for different occasions.
 - To select suitable and becoming accessories.
 - To develop skill in determining when to construct and when to buy personal clothing.
2. To make and model a garment that is needed in the wardrobe.
3. To learn some good buying habits.
4. To develop good posture and habits of good grooming.
5. To develop in leadership and growth in character and effective citizenship. Awards are temporary. Three or four years from now you will forget what you won in ribbons and plaques, but you and others will know what kind of a citizen you are. It's most important to do your best. If you get to first place, fine. If you don't, remember, you did your best.

SERIES I - LEARN TO SEW

Plan with your mother and leader to select a 4-H Clothing Project. Keep in mind what you need, what you can do, and what you like to do. Always do something different so you will have many kinds of experiences. Take

the projects in this series in order unless you already know how to do the things described. Then you are ready to try a clothing project from the "Teen-Age Miss" series.

CLOTHING PROJECT I - Let's Sew - E. M. 1938
CLOTHING PROJECT II - Sewing is Easy and Fun - E. M. 2023
CLOTHING PROJECT III - Your Cotton Outfit - E. M. 2024
CLOTHING PROJECT IV - Your Bedtime Outfit - E. M. 2025
FIRST 4-H CLOTHING LEADERS' GUIDE - E. M. 2128

SERIES II - TEEN-AGE MISS

You have had a variety of clothing experiences. Be sure you are ready for the more serious clothing problems.

CLOTHING PROJECT V - School Outfit
CLOTHING PROJECT VI - Sports Outfit
CLOTHING PROJECT VII - Special Occasions Outfit
CLOTHING PROJECT VIII - Party Dress
CLOTHING PROJECT IX - Tailored Garment

OUTLINE OF REQUIREMENTS FOR 4-H CLOTHING PROJECTS

The nine 4-H Clothing projects listed are present project choices.

CLOTHING RECORD E. M. 1954 is to be used with the nine projects.

Printed materials are available for SERIES I - LEARN TO SEW.

Select and complete the project which meets your specific need.

Whatever clothing project you select, be sure to judge your work and exhibit it. Keep your record book up-to-date. Give a method demonstration at your club meeting and participate in your dress revue.

Stick to one clothing project and complete it before starting another. If you repeat any project try something different. Be sure you grow in experience and satisfaction.

SERIES I - LEARN TO SEW

Your County Extension Agent will supply you with a copy of CLOTHING RECORD E. M. 1954, a looseleaf sheet for your Record Book. Put down all you spend on your 4-H clothing projects. This is the only clothing record needed for your Series I projects.

PROJECT I - LET'S SEW

Know and use good sewing tools and habits. Learn easy sewing by hand and machine. Practice care of clothing and a neat appearance.

Make three articles:

- . Pincushion for sewing box
- . Scarf or place mat
- . Cobbler's apron

PROJECT II - SEWING IS EASY AND FUN

Continue to learn to sew by hand and machine. Know and use other good sewing tools and habits. Darn a tear. Help with laundering and mending.

Make three articles:

- . Peasant apron
- . Wrist pincushion, tea or hand towel
- . Pot holder or oven mitt

PROJECT III - YOUR COTTON OUTFIT

Plan a go-together outfit. An A-line skirt or A-line jumper may fit into your wardrobe. Choose patterns, colors, good quality cotton fabrics, shoes and stockings that go together. Care for clothes. Darn a sock. Learn to fit and to make garments.

Make:

- . A cotton dress; or skirt and blouse; or a jumper and blouse;

and two of the following:

- . An undergarment
- . An unlined jacket or capelet
- . Another blouse or skirt for mix and match
- . A dress accessory

PROJECT IV - YOUR BEDTIME OUTFIT

Buy attractive, suitable, and durable fabrics. Make a machine darn.

Make three garments:

- . Pajamas or nightgown - full length or shorties
- . Housecoat, robe, or kimona
- . Another garment or accessory

SERIES II - TEEN-AGE MISS

Continue with the CLOTHING RECORD - E. M. 1954

RECORD OF ALL CLOTHING EXPENSES, E. M. 2287 has been prepared to use with this series. Your County Extension Agent can also supply you with a form, PLANNING YOUR WARDROBE. These forms can be used as guides in helping you in determining your clothing needs.

Use E. M. 481 as a guide in completing Series II projects. As time permits, Projects VII, VIII, and IX will be printed, based on the following outline:

Clothing construction information in SERIES I; pattern guidesheets and the following bulletins may be used as clothing construction guidelines for SERIES II projects.

- . Pattern Selection - E. B. 567
- . Fabrics and Interfacings - E. B. 568
- . Cutting Out the Garment - E. B. 570
- . Starting Construction - E. B. 571
- . Darts, Tucks, and Gathers - E. B. 572
- . Seams and Seam Finishes - E. B. 573
- . Patch Pockets - E. B. 574
- . Kimono and Set-In Sleeves - E. B. 577
- . Waistlines and Zippers - E. B. 578
- . Hems and Hem Finishes - E. B. 579
- . Belts and Belt Loops - E. B. 580

PROJECT V - SCHOOL OUTFIT

Select becoming, appropriate, and durable school clothes.
Learn to buy and care for clothing.
Practice choosing becoming colors that go together.

TO COMPLETE THE SCHOOL OUTFIT PROJECT:

1. Make three of these garments:
 - . Dress
 - . 4-H dress
 - . Jumper
 - . Skirt
 - . Unlined jacket
 - . Tailored blouse - with collar or set-in sleeves; or
- both collar and set-in sleeves

You will want to make a complete outfit for the dress revue. If you make a skirt of jumper, make a blouse to wear with it.

2. Buy:
 - . Fabric and findings for the project
 - . Learn some guidelines for buying a blouse, E. M. 2253. Select and buy a blouse either for yourself or another. If it isn't in your clothing budget to buy a blouse, shop for one with someone else.
3. Learn to care for your blouse and shoes along with the rest of your wardrobe.
4. Maintain good grooming habits in caring for your skin and teeth.
5. Complete your record book.

PROJECT VI - SPORTS OUTFIT

TO COMPLETE THE SPORTS OUTFIT PROJECT:

1. Make three of these garments:
 - . Bermuda
 - . Jamaica
 - . Pants
 - . Pedal Pushers
 - . Slacks
 - . Shorts
 - . Culottes or divided skirt
 - . Sun dress
 - . Beach dress
 - . Skirt
 - . Weskit
 - . Jacket
 - . Blouse
 - . Shirt
 - . Swimsuit

Make a complete outfit for the dress revue; this means that a blouse needs to be made if pants or skirt is modeled.

2. Buy:
 - . Fabric and findings for the project
 - . Learn some guidelines for buying sportswear. Buy a sweater either for yourself or another. If it isn't in your clothing budget to buy a sweater, shop for one with someone else.
3. Learn how to care for sweaters and other knit garments. Learn how to make a patch which may be used in repairing some sports garments.

4. Maintain good grooming habits in caring for your hair.
5. Complete your record book.

PROJECT VII - SPECIAL OCCASION OUTFIT

TO COMPLETE THE SPECIAL OCCASION OUTFIT PROJECT:

1. Make a basic dress-up garment. This may be a one or two piece. Dress the garment up or down by making one of the following:
 - . Overblouse
 - . Overskirt
 - . Jacket
 - . Costume coat to match or coordinate
 - . Cape
 - . Stole

In this project you may learn more about fitting and sewing with the newer fabrics.

2. Buy:
 - . Fabric and findings for the project
 - . Select accessories for your dress. Accessories become important with a basic dress, E. M. 2161.
3. Learn to press and care for garments made in the project.
4. Maintain good grooming habits in applying make-up. Put into practice the common courtesies which are called for at special occasions.
5. Complete your record book. Work with your leader in sharing information on sewing skills with younger 4-H members.

PROJECT VIII - PARTY DRESS

TO COMPLETE THE PARTY DRESS PROJECT:

1. Make a long or short formal. This may be a bouffant or sheath style, depending on your need, current style, and individual figure.
 - . Make a slip if it is needed to complete the party dress.
 - . Make a plan for any changing which might be used to vary the dress for another season. Select your pattern with this change or any variation in mind.

2. Buy:
 - . Fabric and findings for the project
 - . Learn how to select undergarments, E. M. 2280.
3. Learn to care for undergarments.
4. Maintain good grooming habits, care of hands, and feet.
5. Complete your record book.

PROJECT IX - TAILORED GARMENT

1. Using wool or wool blend make what you need for your wardrobe. In this project you will learn how to use interfacing and how to line a garment.

Make at least one of the following:

- . Suit
- . Coat
- . Jacket

In addition to your pattern guidesheet these bulletins are available:

- . Making a Tailored Skirt - E. M. 2386
- . How to Tailor a Woman's Suit - Home and Gardens Bulletin #20
- . Coat Making at Home - USDA Farmers Bulletin 1894
- . Tailoring Procedures - E. M. 2162

2. Buy:
 - . Fabric and findings for project. Study selection of wools, interfacings, and linings.
 - . Select shoes and bag and other accessories for a complete outfit.
3. Learn how to care for wool garments: brush, air, store, and clean. Learn pressing techniques for wool.
4. Maintain good grooming habits by improving your posture.
5. Complete your record book.

SERIES I - LEARN TO SEW