

4-H Apparel and Textiles -Sewing



Senior Unit Level 1: Dress It Up 4-H Member Project Guide

(suggested age: 14 - 15 years)

Continue using skills learned in the previous Junior and/or Senior Units. You should learn or refine at least three new skills.

- **DO** New skills you may learn or refine:
 - Learn to select and sew a pattern to be worn for dressy occasions.
 - Learn to select an appropriate fabric for your chosen pattern. Fabric suggestions include: linen, gabardine, corduroy, challis, pique, sheer, knit.
 - Learn to construct appropriate seams and seam finishes for the chosen fabric which may include French seams, hairline seams, serged seams, etc.
 - Learn to layout a pattern using a napped fabric or one-way directional design.
 - Learn to put in an invisible zipper.
 - Learn to construct princess seams.
 - Learn to construct double-pointed darts.
- ➤ **APPLY** Using new skills from above and/or ones learned from previous units, practice the skills you have learned, complete a project, and remember to keep a record of what you have sewn.

What you will do:

Skill Practice

Sewing is an art as well as a skill! The more you sew and practice the skills you have learned, the better you will become.

Become involved in the Senior Level *Knowing Sewing Skillathon*. Your local County Agent has more information about this activity.



Sew and exhibit from one of the options. Items from Clothing and Non-clothing Options may not be combined.

Clothing Option

1-2 piece complete outfit., such as a dress, suit, pant suit, sport coat and slacks. Fabric choice may be woven, knit or a combination of the two.



Non-Clothing Option

Not available for this unit

Keep a record of what you have sewn.

Take time to fill out the **Record Sheet** for this project. Be sure to list the skills you have attempted as well as those you believe you have mastered. Store it in a notebook to review before you begin next year's sewing unit.



What you will need:

Equipment:

Sewing machine

Serger (optional)

Basic sewing kit to include: tape measure, sewing gauge, seam ripper, dressmaker's shears, thread snips, marking pencil/pen, dressmaker's pins, ball point pins, pin cushion/magnet, thimble, hand sewing needles (sharp and/or ballpoint).

Iron and ironing board

Zipper foot

Buttonhole attachment/foot for sewing machine.

Notions & Material:

Pattern

Fabric - see pattern for amount

Thread to match

Interfacing - see pattern for amount

Other notions as needed (zipper, buttons, trim, etc.)

> SHARE Show others what you have learned:

- Participate in your County Fashion Revue
- Participate in your County Demonstration Contest
- Exhibit at your County Fair or Rally Day (Project Card is required)
- Participate in your club or County Knowing Sewing Skillathon

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