4-H Apparel and Textiles -- Sewing

Senior Unit Level 2: Tailor Made
4-H Member Project Guide

(suggested age: 17 - 19 years)

Continue using skills learned in the previous units. You should learn or refine at least three new skills. In addition, you will learn to tailor a garment made of wool or wool blend fabric.

**DO**  New skills you may learn or refine:

- Learn traditional or speed tailoring techniques.
- Learn to identify and care for a quality wool or wool-blend fabric.
- Learn to make bound and keyhole buttonholes.
- Learn to make welt and lined pockets.
- Learn to apply an underlining and use interfacing to build shape into collar and shoulder areas of a jacket/coat.
- Learn how to line a jacket/coat.
- Learn how to make a rolled collar or lapels with a collar.
- Learn how to make and/or cover shoulder pads.

**APPLY**  Using new skills from above and 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 are learning, the better you will become at them.*

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

*Sew and exhibit one item. It must be made from wool or wool blend (60% or more) fabric. Use traditional or speed tailoring techniques to create structure in the areas of neck, shoulder, and hemline.*

- **Clothing Option**
  - Suit, jacket, or coat. Garment must be lined and may be underlined.
For Fashion Revue participation, a *complete outfit* is required. A coordinating garment must be constructed and worn with the tailored item. Wool or wool blend fabric is not required for the coordinating piece.

Ask your leader/teacher or County Agent for additional publications, videos and information on tailoring and tailoring techniques.

- **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).
- Steam iron and ironing board
- Zipper foot or invisible foot
- Point presser
- Pressing ham
- Sleeve roll
- Clapper

**Notions & Material:**
- Pattern
- Fabric(s) - wool or wool blend
- Thread to match
- Interfacing - fusible or hair canvas
- 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 required)
- Participate in your club or County *Knowing Sewing Skillathon*

State Contact: Marjorie M. Baker, M.S.
Extension Associate for Clothing and Textiles

Educational programs of the Kentucky Cooperative Extension Service serve all people regardless of race, color, age, sex, religion, disability, or national origin.