



## 4-H Apparel and Textiles - Sewing

### Senior Unit Level 2: Formal Affair

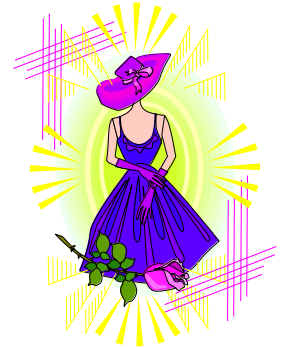
#### 4-H Member Project Guide

(suggested age: 16 - 18 years)

Continue using skills learned in the previous 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 formal occasions.
- Learn to select an appropriate fabric for your chosen pattern. Fabric suggestions include: taffeta, satin, velvet, sheer, lace, brocade, or gabardine.
- Learn to construct appropriate seams and seam finishes for the chosen fabric which may include French seams, hairline seams, serged seams, etc.
- Learn to do narrow rolled hem using the serger and /or sewing machine.
- Learn to layout a pattern using a napped fabric or one way directional design.
- Learn to put in an invisible zipper.



➤ **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 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 from one of the options. Items from Clothing and Non-Clothing Options may not be combined for a complete project.*

- **Clothing Option**  
1 or 2-piece complete outfit such as a prom dress, bridesmaid dress, or tuxedo. 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 or invisible foot
- Even feed foot for sewing machine
- Buttonhole attachment/foot
- Other sewing machine attachments as needed

***Notions & Material:***

- Pattern
- Fabric(s) - according to amount needed
- 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 required)
- Participate in your club or County ***Knowing Sewing Skillathon***

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