

Division – Clothing

-- Participants in the clothing category will demonstrate their knowledge through the creation of garments using STEAM (science, technology, engineering, arts, and mathematics) techniques. Through the creation of garments 4-H'ers will learn more about clothing and the application of STEAM abilities. Five divisions in the clothing category offer a varying level of difficulty for 4-H contestants. For more resources and materials in this category refer to the resource section at the bottom of the page. **Rules** - **1. Entry Tags:** Every clothing exhibit must be described on the appropriate entry tag accompanying it (for example: dark blue wool skirt and jacket, red and white figured blouse). Entry tag placement: as you look at the garment place the entry tag securely using straight pins or safety pins on the right side of the garment and the hook of the hanger to the left. **2. Identification Labels:** Each item entered as a clothing, knitting or crochet exhibit must have a label attached stating: County, Exhibitor's name and age, project name and class in which garment is entered and the number of years enrolled in the project exhibited. Wool entries must have fiber content listed on the identification label. Attach a label on every component of the outfit using safety pins or by basting. Not responsible for unlabeled items. **3. Preparation of Exhibits:** Please bring all wearable exhibits on wire hangers or hangers with a swivel hook ONLY. All exhibits not suitable for hanging should be entered in a self-sealing plastic bag and hung on a hanger. Wool garments and garments with narrow straps hang better on other hangers, i.e., wooden, or notched plastic hangers with a swivel hook. As you look at the garment, place the hook of the hanger pointing to the left. Fasten skirts, shorts and pants to skirt/pant hangers or safety pin on hanger. Each piece should be entered on its own hanger. If more than one hanger is used for an entry, fasten hangers belonging to one exhibit together with twist ties or rubber bands. **4. A Design Data Card must be included with all Beyond the Needle Classes C221003-C221008 and STEAM 2 and 3 upcycled exhibits. The data card is available at <http://go.unl.edu/ne4hclothing>. If the data card is not included, the exhibit will be lowered one ribbon placing.** **5. Removal of Entries:** Entries may not be removed for use in any other State Fair activity including State Fair Fashion Show. **6. General:** Garments as listed may be made for self (4-H member) or another person. Garments will be displayed by county. 4-H'ers enrolled in clothing projects should continue their skill development. Once you have exhibited in a higher level, you are not eligible to exhibit in a lower level. Ex. Once you exhibit in STEAM Clothing 3, you are not eligible to exhibit in STEAM Clothing 2. **7. Criteria for Judging:** Refer to the Nebraska 4-H website for current state fair scoresheets at www.4h.unl.edu. In addition, all entries must conform to rules and regulations as set forth in the current Nebraska State Fair Book which can be found in the [general rules](#).

Eligibility - All static exhibits must have received a purple ribbon at the county fair to advance to the State Fair.

Quota

1-100 project enrollments – 1 entry per class

101-200 project enrollments – 2 entries per class

201 and above project enrollments – 3 entries per class

(Enrollments to count include STEAM 1, 2, 3, and Beyond the Needle as shown in 4HOnline.)

Each individual is limited to one exhibit per class.

Scoresheets, Forms, and Contest Study Materials - and additional resources can be found at <https://go.unl.edu/ne4hclothing>.

Special Awards - Premier 4-H Science Award is available in this area. Please see visit this site for more details <https://4h.unl.edu/fairbook/premier-science-award>.

All garments and accessories will be considered for the juried "4-H Design Gallery" to be displayed at the Nebraska State Fair only.

Class - STEAM CLOTHING I –COUNTY ONLY

- Exhibits must be made from medium weight woven fabrics that will sew and press smoothly, flannel/fleece is acceptable. Solid color fabrics or those having an overall print are acceptable. NO PLAIDS, STRIPES, NAPPED or JERSEY KNITS. Patterns should be simple without darts, set-in sleeves, and collars. Raglan and kimono sleeves are acceptable. Limit of two exhibits in each class.
- **Z-901-108 – CLOTHING PORTFOLIO** – complete at least three different samples/activities from Chapter 2 or Chapter 3 of the project manuals. Put Exhibit in a binder.
- **Z-901-109 – SEWING KIT** – include a list of sewing notions and purpose for each included (pg. 12-17 in manual).
- **Z-901-110 – FABRIC TEXTILE SCRAPBOOK** – must include at least 5 different textile samples. Use Textile
- Informational Cards template on page 41 in project manual to identify fabric swatches. Completed textile cards should be placed in a binder. See project manual for fabric suggestions.
- **Z-901-111 – WHAT'S THE DIFFERENCE** – a notebook, poster, small display sharing a project comparison and price point? See pages 118-119 in manual. Exhibit should contain pictures – NO actual pillows.
- **Z-901-112 – CLOTHING SERVICE PROJECT** – can include pillows or pillowcases but are not limited to. Exhibit could be a notebook, poster, small display sharing information you generated in the project activity – see pages 124-125 in manual.
- **Z-901-113 - PIN CUSHION**
- **Z-901-114 – PILLOWCASE**
- **Z-901-115 - PILLOW** – no larger than 18" x 18"
- **Z-901-116 - BAG/PURSE** – no zippers or buttonholes
- **Z-901-117 – SIMPLE TOP**
- **Z-901-118 – SIMPLE BOTTOM** – pants, shorts, or skirt
- **Z-901-119 – SIMPLE DRESS**
- **Z-901-120 - NEEDLE BOOK**
- **Z-901-121 – OTHER** – using skills learned in project manual (apron, vest, etc.)

- **Z-901-122** – UPCYCLED SIMPLE GARMENT – the original used item must be redesigned (not just decorated) in some way to create a new wearable piece of clothing. A “before” picture would be helpful for the judge.
- **Z-901-123** – UPCYCLED ACCESSORY – a wearable accessories made from a used item. The item must be changed in some way in the “redesign” process. A “before” picture would be helpful for the judge
- All garments with at least 60% wool content are eligible for the "Make It with Wool" Award.

Class - Beyond the Needle

- ***C221001 - Design Portfolio** - (SF20) – A portfolio consisting of at least three design samples or activities. Refer to the project manual for activity ideas. The Portfolio should be placed in an 8 1/2 x 11, 3 ring binder. Include an appropriate cover. (Additional pages can be added each year but should be dated.) See pages 14-16 for portfolio formatting.
- ***C221002 - Color Wheel** - (SF20)– Create your own color wheel, complimentary color bar or color scheme using pages 27-39 in the project manual. The Exhibit may be a notebook, poster, or small display. Exhibits should not exceed 22” x 30”.
- ***C221003 - Embellished Garment with Original Design** (eligible for State Fair Fashion Show) - (SF26) - Create a garment using techniques as defined in the project manual. Designs are the original idea of the 4-Her using the elements and principles of design to make an original statement. A Design Data Card must be included with this project. The data card is available at <https://go.unl.edu/ne4hclothing>. If additional information is not included, the exhibit will be lowered one ribbon placing.
- ***C221004 - Original Designed Fabric Yardage** - (SF28) - Fabric yardage is designed using techniques such as those found in the manual. Other embellishments may be added. Exhibit consists of at least one yard of finished fabric. A Design Data Card must be included with this project. The data card is available at <https://go.unl.edu/ne4hclothing>. If additional information is not included, the exhibit will be lowered one ribbon placing.
- ***C221005 - Item (garment or non-clothing item) Constructed From Original Designed Fabric** - (Only garments are eligible for State Fair Fashion Show) - (SF26) - Fabric yardage is designed first, then an item is constructed from that fabric. Other embellishments may be added. A Design Data Card must be included with this project. The data card is available at <https://go.unl.edu/ne4hclothing>. If additional information is not included, exhibit will be lowered one ribbon placing
- ***C221006 - Textile Arts Garment or Accessory** - (Garment eligible for State Fair Fashion Show) - (SF26) - A garment or accessories constructed using new unconventional materials. Examples: rubber bands, plastic, duct tape. A Design Data Card must be included with this project. The data card is available at <https://go.unl.edu/ne4hclothing>. If additional information is not included, exhibit will be lowered one ribbon placing
- ***C221007 - Fashion Accessory** - (Not eligible for State Fair Fashion Show) - (SF26) - An accessory designed and/or constructed using elements and principles of design; can be textile or non-textile based. Example: shoes, strung bracelet/necklace, wire wrapping, scarves, flip flops, design on tennis shoes, etc. A Design Data Card must be included with this project. The data card is available at <http://go.unl.edu/ne4hclothing>. If additional information is not included, exhibit will be lowered one ribbon placing.
- ***C221008 - Wearable Technology Garment or Accessory** - (Garment is eligible for State Fair Fashion Show) - (SF263) – Technology is integrated into the garment or accessory in some way (For example: LEDs, charging capabilities, sensors, etc.) A Design Data Card must be included with this project. The data card is available at <https://go.unl.edu/ne4hclothing>. If additional information is not included, exhibit will be lowered one placing.

Rules - 1. 4-H members must show their own original creativity.

Class - General Clothing

- ***C220001 - Clothing Portfolio** - (SF20) – Complete at least four different samples/activities from Chapters 2, 3, OR 4 of the project manuals. The Portfolio should be placed in an 8 1/2 x 11, 3 ring binder. Include an appropriate cover. Portfolio should build upon itself each year (additional pages can be added each year, but should be dated.) See pages 9-11 in STEAM Clothing 2: Simply Sewing project manual for portfolio formatting.
- ***C220002 - Textile Science Scrapbook** - (SF20) – Must include at least 10 different textile samples. Use Textile Information Cards template on page 39 in STEAM Clothing 2: Simply Sewing project manual to identify fabric swatches. Completed textile cards should be placed in an 8 1/2 x 11, 3 ring binder. Include an appropriate cover. Textile Science Scrapbook should build upon itself each year (additional pages can be added each year, but should be dated). See project manual for fabric suggestions.
- ***C220003 - Sewing for Profit** - (SF) - Using page 161-167 in the STEAM Clothing 2: Simply Sewing project manual,

display what products you posted online and analyze the cost of goods purchased to determine the appropriate selling price for your product. The Exhibit may be a notebook, poster, or small display. Exhibits should not exceed 22" x 30".

Rules - 1. 4-H Members in all skill levels may exhibit in this area.

THRIFTY THREADS – COUNTY ONLY - class

Z-901-131 – CLOTHING SELECTION – 4-H'ers must be enrolled in any clothing project and may model outfit in this class. Model a purchased outfit. Will be judged on appearance and modeling, creativity, coordination, construction of the garment as it relates to outward appearance, appropriateness for the event, fit, cleanliness, pressing and cost in relation to garment. Contents must submit a card explaining event garment is selected for and cost for each item in the outfit. **not eligible for champion stylist awards).

Z-901-132 – THRIFTY CLOTHING EXHIBIT – assemble a top, bottom, or complete wearable outfit from a thrift store, garage sale or consignment store. Your outfit can be worn as purchased or you (or someone else) can alter or remake the exhibit. Cost for your outfit should be less than \$10.00. Complete your outfit with accessories you already have. All outfits will be modeled during the 4-H Fashion Revue. Participation ribbons will be awarded, and premium will be paid. **not eligible for champion stylist awards. Open to youth and adults.

Z-901-133 – OTHER

Class - Steam Clothing 2: Simply Sewing

***C222001 - Design Basics, Understanding Design Principles (SF20)**– 4-H members enrolled in STEAM Clothing 2 may enter an exhibit sharing a learning experience from pages 17-20 in the project manual. Include answers to questions found on page 20 of the manual. The Exhibit may be a notebook, poster, or small display. Exhibits should not exceed 22" x 30".

***C222002 - Pressing Matters (SF20)** – 4-H Members enrolled in STEAM Clothing 2 may enter a ham or sleeve roll from pages 21-25 "A Pressing Matter" in the project manual. The exhibit should include answers to lesson questions that are most appropriate to include.

***C222003 - Upcycled Garment** - (eligible for State Fair Fashion Show) (SF28) – Create a garment from used textile based items. The original used item must be redesigned using skills learned in STEAM Clothing 2 (not just decorated) in some way to create a new wearable piece of clothing. The finished garment must reflect at least one skill learned in this project. A list of skills is available at <https://go.unl.edu/ne4hclothing>. A Design Data Card must be included with this project including a "before" picture no larger than 4.25" x 5.5". The data card is available at (hyperlink to be added). If additional information is not included, exhibit will be lowered one ribbon placing

***C222004 - Upcycled Clothing Accessory** - (not eligible for State Fair Fashion Show) - (SF28) – A wearable accessory made from a used item. The original used item must be redesigned using skills learned in STEAM Clothing 2 (not just decorated) in some way to create a new wearable accessory. The finished garment must reflect at least one skill learned in this project. A list of skills by project is available at <https://go.unl.edu/ne4hclothing>. A Design Data Card must be included with this project including a "before" picture no larger than 4.25" x 5.5". The data card is available at <https://go.unl.edu/ne4hclothing>. If additional information is not included, exhibit will be lowered one ribbon placing.

***C222005 - Textile Clothing Accessory** - (not eligible for State Fair Fashion Show) - (SF28) - Textile accessory is constructed using at least one skill learned in this project from materials appropriate for STEAM 2. A list of skills by project is available at <https://go.unl.edu/ne4hclothing>. Entry examples include hats, bags, scarves, gloves. No metal, plastic, paper or rubber base items allowed (i.e. barrettes, headbands, flip flops, duct tape, etc.)

***C222006 - Top** - (not eligible for State Fair Fashion Show) - (SF28) - (vest acceptable)

***C222007 - Bottom** - (not eligible for State Fair Fashion Show) - (SF28) - (pants or shorts)

***C222008 - Skirt** - (not eligible for State Fair Fashion Show) - (SF28)

***C222009 - Lined or Unlined Jacket** - (not eligible for State Fair Fashion Show) - (SF28)

***C222010 - Dress** - (eligible for State Fair Fashion Show) - (SF28) - (not formal wear)

***C222011 - Romper or Jumpsuit** - (eligible for State Fair Fashion Show) - (SF28)

***C222012 - Two-Piece Outfit** - (eligible for State Fair Fashion Show) - (SF28)

***C222013 - Alter Your Pattern** - (SF281) - (Eligible for State Fair Fashion Show, in the class that best describes the type of garment constructed i.e. Dress, Romper or Jumpsuit, or Two-piece Outfit) - Garment constructed from a

significantly altered pattern. Entry must include both the constructed garment and the altered pattern. Include information sheet that describes: 1) how the pattern was altered or changed, 2) why the changes were needed/wanted. Appropriate skills for altering/designing a pattern in STEAM 2 include: moving darts, merging two patterns together, altering a pattern for a woven or knit material, adding a lining)

***C222014 - Garment Constructed from Sustainable or Unconventional [natural or synthetic] fibers** - (Eligible for State Fair Fashion Show, in the class that best describes the type of garment constructed i.e. Dress, Romper or Jumpsuit, or Two-piece Outfit) - (S2832) - Fabric/Fibers used in this garment have to be manufactured/purchased, for example: bamboo, banana, corn husk, and recycled fibers. Garments that are constructed out of the unconventional items themselves should be exhibited under Beyond the Needle.

Rules - 1. Exhibits entered in this project must reflect at least one new skill learned from this manual (see project manual skill-level list). A list of skills by project is available at <https://go.unl.edu/ne4hclothing>. Garments as listed below may be made from any woven or knit fabric appropriate to the garment's design and should demonstrate sewing skills beyond STEAM Clothing 1.

Class - Steam Clothing 3: A Stitch Further

***C223001 - Upcycled Garment** - (not eligible for State Fair Fashion Show) - (SF28) – Create a garment from used textile based items. The original used item must be redesigned (not just decorated) in some way to create a new wearable piece of clothing. The finished garment must reflect at least one skill learned in this project. A list of skills by project is available at <http://go.unl.edu/ne4hclothing>. A Design Data Card must be included with this project including a “before” picture no larger than 4.25” x 5.5”. The data card is available at <http://go.unl.edu/ne4hclothing>.

***C223002 - Upcycled Clothing Accessory** - (not eligible for State Fair Fashion Show) - (SF28) – A wearable accessory made from a used item. The item used must be changed in some way in the redesign process. The finished accessory must reflect at least one skill learned in this project. A list of skills by project is available at <http://go.unl.edu/ne4hclothing>. A Design Data Card must be included with this project including a “before” picture no larger than 4.25” x 5.5”. The data card is available at <http://go.unl.edu/ne4hclothing>.

***C223003 - Textile Clothing Accessory** - (not eligible for State Fair Fashion Show) - (SF283) - Textile accessory is constructed using at least one skill learned in this project from materials appropriate for STEAM 3. A list of skills by project is available at <http://go.unl.edu/ne4hclothing>. Entry examples include hats, bags, scarves, gloves. No metal, plastic, paper or rubber base items allowed (i.e. barrettes, headbands, flip flops, duct tape, etc.)

***C223004 - Dress or Formal** - (Eligible for State Fair Fashion Show) - (SF28)

***C223005 - Skirted Combination** - (Eligible for State Fair Fashion Show) - (SF28) - (skirt with shirt, vest or jacket OR jumper and shirt)

***C223006 - Pants or Shorts Combination** - (Eligible for State Fair Fashion Show) - (SF28) - (pants or shorts with shirt, vest or jacket)

***C223007 - Romper or Jumpsuit** - (Eligible for State Fair Fashion Show) - (SF28)

***C223008 - Specialty Wear** - (Eligible for State Fair Fashion Show) - (SF28) - (includes: swim wear, costumes, hunting gear, or chaps)

***C223009 - Lined or Unlined Jacket** - (Eligible for State Fair Fashion Show) - (SF28) - (non-tailored)

***C223010 - Coat, Blazer, Suit Jacket or Outerwear** - (Eligible for State Fair Fashion Show) - (SF29) - A tailored blazer or suit jacket or coat. Wool entries must have the fiber content listed on the identification label to be considered for the Make It with Wool Award.

***C223011 - Alter/Design Your Pattern** - (SF28) - (Eligible for State Fair Fashion Show, in the class that best describes the type of garment constructed i.e. Dress, Romper or Jumpsuit, or Two-piece Outfit) – Garment constructed from a significantly altered pattern. Entry must include both the constructed garment and the altered pattern. Include information sheet that describes: 1) how the pattern was altered or changed, 2) why the changes were needed/wanted. Appropriate skills for altering/designing a pattern in STEAM 3 include: moving darts, adding a zipper, merging two patterns together, altering a pattern for a woven or knit material, adding a lining, designing your own pattern).

***C223012 - Garment Constructed from Sustainable or Unconventional [natural or synthetic] fibers** - (Eligible for State Fair Fashion Show, in the class that best describes the type of garment constructed i.e. Dress, Romper or Jumpsuit, or Two-piece Outfit) (SF28) - Fabric/Fibers used in this garment have to be manufactured/purchased, for example: bamboo, banana, corn husk, and recycled fibers. Garments that are constructed out of the unconventional items themselves should be exhibited under Beyond the Needle.

Rules - 1. Exhibits entered in this project must reflect at least one new skill learned from this manual (see project manual skill-level list). A list of skills by project is available at <http://go.unl.edu/ne4hclothing>. Garments as listed may be made from any pattern or any fabric and should demonstrate sewing skills beyond STEAM Clothing 2. Entry consists of completely constructed garments only. Wool entries must have fiber content listed on the identification label.

Division - Fashion Show - The 4-H Fashion Show is an opportunity for youth to showcase their clothing construction and consumer management skills. Construction garment exhibitors are judged on fit, construction, poise, and overall look of the garment on the individual. Shopping In Style exhibitors are judged on garment fit, the overall look of the outfit, and poise, as well as record keeping skills in the written report.

Rules

1. Registration – Date, Time, and Location TBA. Separate dressing rooms will be provided for males and females.
2. Optional Rehearsal – Date, Time, and Location TBA.
3. Judging – Date, Time and Location TBA – Those 4-H exhibitors modeling constructed garments will be judged for Construction/Fit, Selection/Creativity, and Individual Modeling/Accessories in front of a judge. Those 4-H exhibitors modeling Shopping in Style garments will be evaluated in front of a judge for modeling skill, fit, and appearance of the outfit and accessories, worth 60% of the score. Judging of the completed Shopping in Style Fashion Show Form (SF184, revised 2/2018) will be done prior to the State Fair 4-H Fashion Show. The Shopping in Style Fashion Show Form (SF184, revised 2/2018) is worth 40% of the total score and is judged on content, completeness, accurate information, and neatness.
4. Parents are not allowed past the registration table, in the dressing rooms, or judging areas. There are volunteers/assistants in the dressing rooms to help the 4-H exhibitors if necessary.
5. The Public 4-H Fashion Show(s) – Date, Time, and Location TBA.
6. Results - All ribbons and scoresheets will be distributed as the 4-H exhibitors leave the event. Results will be posted on the web.
7. Fashion Show/Clothing Exhibits – Garments modeled in the 4-H Fashion Show can NOT be entered as Clothing Construction Exhibits.
8. Garments should be age appropriate.
9. Entries Not Accepted – The following items can NOT be entered in the State Fair 4-H Fashion Show.

- Textile clothing accessories
- Garments containing inappropriate language or images.

Eligibility - Advanced Entry - Must be submitted to the State 4-H Office with all the other advance entries. Check the master schedule. These are the requirements:

- All 4-H exhibitors in the Fashion Show must be registered in advance via the online State Fair entry process by the deadline.
- A completed 4-H Constructed Garment Fashion Show Form (SF24) must be mailed to Jacie Milius in Gage County by the advanced entry deadline her information can be found here at <https://epd.unl.edu/profile/jmilius2>. OR the form may be filled out online at <https://go.unl.edu/ne4-hsfashionshowconstructedgarmentsf24>. (NOTE: Fabric swatches are still required to be mailed to Jacie Milius.) The Form SF24 is available online, check the 4-H State Fair Book.
- The 4-H Shopping In Style Fashion Show Form (SF184, revised 2/2018) must be sent to Stacey Keys in Burt County by the advanced entry deadline, her information can be found here <https://epd.unl.edu/profile/s-keys2>. Only the most current written report with narration will be accepted. OR the form may be filled out online at <https://go.unl.edu/ne4-hsfashionshowshoppinginstylesf184>. Must include a photo (print, digital, or photocopy is acceptable). You can find Form SF184 online, check the 4-H State Fair Book.
- The county extension staff must give the State Fair 4-H Fashion Show Exhibitor letter to the 4-H exhibitor(s) participating in the State Fair 4-H Fashion Show.

Quota

- A maximum of 2 Shopping in Style modeling exhibitors from each county.
- Number of Constructed modeling exhibitors per county will be determined as follows:
 - The current total of STEAM 1-3, Beyond the Needle, and Knitting & Crochet project enrollment will determine the quota for your county: whereas the number of project enrollment = number of Constructed modeling exhibitors
 - 1-100 project enrollment = 2 Constructed modeling exhibitors
 - 100-150 project enrollment = 3 Constructed modeling exhibitors
 - 150+ = 4 Constructed modeling exhibitors
- One constructed entry and one purchased entry per individual.

Scoresheets, Forms, and Contest Study Materials - and additional resources can be found at <https://go.unl.edu/ne4hfashionshow>.

Special Awards - 4-H Design Gallery - Up to 4 constructed garments will be selected for display in the 4-H Design Gallery at the Nebraska State Fair.

Make It with Wool Award - All garments with at least 60% wool content will be considered for the Make It with Wool Award.

Shopping in Style Fashion Show Award - Up to 2 Shopping in Style exhibitors will be selected to receive top awards.

Class - Fashion Show

***C410010 - Modeled “Beyond the Needle” Embellished Garment(s) with an Original Design** - (SF117) - Garment is created using intermediate or advanced techniques as defined in the project manual. Designs are the original idea of the 4-H member using the elements and principles of design to make an original statement.

***C410015 - Modeled “Beyond the Needle” Garment Constructed from Original Designed Fabric** - (SF117) - Fabric yardage is designed first, then a garment is constructed from that fabric. Other embellishments may be added.

***C410020 - Modeled “Beyond the Needle” Textile Arts Garment(s)** - (SF117) - Garment is constructed using new

unconventional materials. Examples: rubber bands, plastic, duct tape.

***C410025 - Modeled "Beyond the Needle" Wearable Technology Garment** - (SF117) - Garment has integrated technology into its design.

***C410030 - Modeled Constructed STEAM Clothing 2 Garment(s)** - (SF117) - 4-H members who have enrolled in or who have completed STEAM Clothing 3 projects are not eligible to enter STEAM Clothing 2. Possible types of STEAM Clothing 2 garments include:

- Dress; OR
- Romper or Jumpsuit; OR
- Two-Piece Outfit Combination (skirt with top, vest, or lined/unlined jacket; jumper and top; pants or shorts outfit (pants or shorts with top, vest, lined/unlined jacket). **Or** a purchased top can be worn to complete a vest or lined/unlined jacket outfit with a constructed bottom. OR
- Upcycled Outfit Combination - must contain a complete constructed outfit (examples: if the top is upcycled, must include a constructed bottom, upcycled dress).

***C410040 - Modeled Constructed STEAM Clothing 3 Garment(s)** - (SF117) - Possible types of STEAM Clothing 3 garments include:

- Dress or formal; OR
- Skirted Outfit Combination (skirt with top, vest, lined/unlined jacket OR jumper and shirt) A purchased top can be worn to complete a vest or jacket outfit with a skirt, pants or shorts.; OR
- Pants or Shorts Outfit Combination (pants or shorts with top, vest, lined/unlined jacket) A purchased top can be worn to complete a vest or jacket outfit with a skirt, pants or shorts.; OR
- Romper or Jumpsuit; OR
- Specialty Wear (swim wear, costumes, western wear-chaps, chinks, riding attire or hunting gear); OR
- Non-tailored Lined or Unlined Jacket or Coat, additional pieces with jacket or coat may either be constructed or purchased.; OR
- Tailored Coat, Blazer, Suit Jacket, or Outerwear. Additional pieces with coat, blazer, jacket or outerwear may either be constructed or purchased. OR
- Upcycled Outfit Combination - must contain a complete constructed outfit (examples: if the top is upcycled, must include a constructed bottom, upcycled dress).

***C410050 - Modeled Knitted or Crocheted Clothing (Level 2 or 3)** - (SF117) - Knitted garment using pattern stitches such as diamond, block, twist or seed/moss stitches or advanced knitting stitches such as pass slip stitch over, double-pointed needle knitting, cable, Turkish, tamerna, plait, germaine, feather and fan or knitting with one or more patterns such as Aran or Fair Isle. Crocheted garment using pattern stitches such as texture, shell, cluster or mesh stitches or advance crochet stitches such as afghan, broomstick, hairpin lace, design motifs or pattern stitches. The garment can be a sweater, cardigan, dress, coat, a top and bottom, or a two-piece ensemble.

***C410060 - Modeled Shopping In Style Purchased Outfit and Written Report** - (SF184) - Participants must be enrolled in the Shopping In Style 4-H Project to enter. The curriculum is developed and designed for youth ages 9 and older to help them strengthen their consumer skills when purchasing clothing. Participants must model a complete outfit. All pieces of the garment must be purchased.

Resources

Crochet - Learn basic to advanced crochet stitches; Select yarn/thread for crocheting; Learn about blocking and changing colors; Design a new stitch or pattern; Work with other media such as leather, wood and beads

URL: https://4hcurriculum.unl.edu/index.php/main/program_project/44

Knitting - Learn about types of yarn and yarn weights; Develop basic to advanced knitting skills; Combine knitting with garment making; Knit with double-pointed needles URL: - https://4hcurriculum.unl.edu/index.php/main/program_project/45

STEAM Clothing 1: Fundamentals -- Understand the basic of sewing; Understand textiles through science experiments; Learn about how textiles are engineered into garments URL: https://4hcurriculum.unl.edu/index.php/main/program_project/37

STEAM Clothing 2: Simply Sewing -- Build upon the sewing basics learned in STEAM 1; Focus on advanced engineering techniques; Learn about finishing touches and style to garments; Learn the basics on how to build a business URL: https://4hcurriculum.unl.edu/index.php/main/program_project/38

STEAM Clothing 3: A Stitch Further -- Learn new technological options available in sewing; Discover the science behind textiles and fabrics; Learn about complex patterns and difficult fabrics; Market garments as a business URL: https://4hcurriculum.unl.edu/index.php/main/program_project/39

STEAM Clothing: Beyond the Needle - Learn design basics; Create embellishments and treatments; Learn about the art of clothing construction;

URL: https://4hcurriculum.unl.edu/index.php/main/program_project/36