

## **STEAM CLOTHING 2 - SIMPLY SEWING - DIVISION 222 (Middle Unit)**

Exhibits entered in this project **MUST** reflect at least one new skill learned from this manual. (See project manual skill-level list.)  
Garments 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**

- \*1. **Design Basics, Understanding Design Principles** - 4-H'ers 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"x30".
- \*2. **Pressing Matters** - 4-H'ers enrolled in STEAM Clothing 2 may enter a ham or sleeve roll from pages 21-25 "A Pressing Matter" in the project manual. Exhibit should include answers to lesson questions that are most appropriate to include.
- \*3. **Upcycled Garment** - 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 "before" picture and a description of the redesign process **MUST** accompany the entry.
- \*4. **Upcycled Clothing Accessory** - 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 "before" picture and a description of the redesign process **MUST** accompany the entry.
- \*5. **Textile Clothing Accessory** - Textile accessory is constructed using at least one skill learned in this project from materials appropriate for STEAM 2. 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.)
- \*6. **Top** - (vest acceptable)
- \*7. **Bottom** - (pants or shorts)
- \*8. **Skirt**
- \*9. **Lined or Unlined Jacket**
- \*10. **Dress** - (not formal wear)
- \*11. **Romper or Jumpsuit**
- \*12. **Two-Piece Outfit**
- \*13. **Alter Your Pattern** - 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).
- \*14. **Garment Constructed from Sustainable or Unconventional (natural or synthetic) Fibers** – Fabric/fibers used in this garment have to be manufactured/purchased; for example: bamboo, banana, cornhusk, and recycled fibers. Garments constructed out of the unconventional items themselves should be exhibited under Beyond the Needle.
- 901. **Other Complete Outfit**
- 902. **Extra Garment**