STEAM CLOTHING 3 - A STITCH FURTHER - DIVISION 223 (Advanced Unit)

Exhibits entered in this project MUST reflect at least one new skill learned from this manual. (See project manual skill-level list.) Garments as listed may be made from any pattern or any fabric and should demonstrate sewing skills beyond STEAM Clothing 2. Entry consists of complete constructed garments only. Wool entries MUST have the fiber content listed on the identification label.

Class

*1. 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.

*2. 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.

*3. Textile Clothing Accessory - Textile accessory is constructed using at least one skill learned in this project from materials appropriate for STEAM 3. 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.)

*4. Dress or Formal

*5. Skirted Combination - (skirt with shirt, vest or jacket OR jumper and shirt)

*6. Pants or Shorts Combination - (pants or shorts with shirt, vest or jacket)

*7. Romper or Jumpsuit

*8. Specialty Wear - (includes swim wear, costumes, hunting gear or chaps)

*9. Lined or Unlined Jacket - (non-tailored)

*10. Coat, Blazer, Suit Jacket or Outerwear - 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.

*11. Alter/Design 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 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.

*12. Garment Constructed from Sustainable or Unconventional (nature 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.