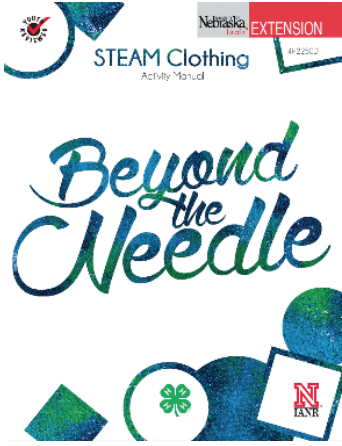


Beyond the Needle: Tips & Tricks (Source: Spotlight on 4-H, June 2017 issue)



The STEAM Clothing series is designed for youth to learn how Science, Technology, Engineering, Art and Math are integrated into clothing and textile creation. The *Beyond the Needle* activity manual is all about the ART of clothing. Art is what makes us really love our clothes – designers work hard to give us garments to wear that are appealing to our various senses.

The foundation of this manual is based on the elements and principles of design and the design process. Every activity in the book asks youth to create a variety of samples before working directly on a garment or fabric yardage. This allows for creative experimentation in a worry-free environment. When youth have perfected a technique, they will be ready to apply it to fabrics or ready-made garments with confidence. Encourage

youth to utilize the design process while creating multiple samples before settling on one particular design.

Project samples can be displayed in a *4-H Beyond the Needle Portfolio* - Portfolio Tip: Be sure to include notes on how the sample was developed, including materials used and the date completed.

Do not overlook the *Design Basics* section; this includes the Elements and Principles of Design, as well as Color Theory activities. In these activities, youth will define the elements and principles of design through observation. Design Tip: The principles of design are the GOALS of the design – this is what a designer wants to achieve. The design elements are the tools that designers use to achieve those goals. One garment or textile can reflect more than one design element at a time.

Design Prep - When working with youth, it may be helpful to consider using the following tips and tricks for preparing the garment or fabric for embellishment or treatment.

- Prewash fabric yardage. It is recommended that fabric is laundered as the garment would be after construction to eliminate shrinkage, which could affect the appearance of your embellishment or fabric treatment.
- Determine if the design will be an all-over embellishment or treatment, or if it will appear on specific areas of the garment. Determine what is trying to be accomplished with the design. If youth want to develop an area of emphasis, they may want to apply the embellishment or treatment to only the most important area of the garment.
- Determine at what stage in garment construction youth will complete your embellishment or fabric treatment.

Get creative and have fun exploring the activities and techniques offered in the *Beyond the Needle* activity manual!