

*******DEPARTMENT: CONSUMER & FAMILY SCIENCE*

***AREA: CLOTHING***

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| --- | --- | --- | --- |
| STEAM Clothing: Beyond the Needle | C:\Users\kblack6\AppData\Local\Temp\Temp1_B.zip\1.jpg | C:\Users\kblack6\AppData\Local\Temp\Temp1_B.zip\2.jpg | C:\Users\kblack6\AppData\Local\Temp\Temp1_B.zip\3.jpg |
| STEAM Clothing 1: Fundamentals | C:\Users\kblack6\AppData\Local\Temp\Temp1_B.zip\1.jpg |  |  |
| STEAM Clothing 2: Simply Sewing |  | C:\Users\kblack6\AppData\Local\Temp\Temp1_B.zip\2.jpg |  |
| STEAM Clothing 3: A Stitch Further |  |  | C:\Users\kblack6\AppData\Local\Temp\Temp1_B.zip\3.jpg |

C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-7.png AREA RULES – CLOTHING

* 1. C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-8.png **Youth can ONLY enter exhibits into ONE STEAM Clothing Division (STEAM 1, 2, or 3).**
     1. Youth enrolled in clothing projects should continue their skill development. Once they have exhibited in a higher level, they are not eligible to exhibit in a lower level. Ex. Once you exhibit in STEAM Clothing 2, you are not eligible to exhibit in STEAM Clothing 1.
  2. C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-8.png **Each exhibit must have an “Identification Label” which includes Pawnee County, exhibitor’s name and age, project name and class in which garment is entered, and number of years enrolled in project exhibiting.** Attach a label on every component of the outfit using safety pins or by basting.
  3. C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-8.png **Entries which do not include required information or formatting requirements will be lowered one ribbon placing.**
  4. IconFactory_Icon-8 **Bring all wearable exhibits on wire hangers or hangers with a swivel hook. All exhibits not suitable for hanging should be entered in a self-sealing plastic bag hung on a hanger.** Use safety pins to fasten skirts, shorts, and pants to hangers. 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.
  5. Non-sewing exhibits can be a notebook, poster, or small display unless otherwise specified. Notebooks should be in 3 ring binders and include an appropriate cover, table of contents. And dividers. Posters and displays should not exceed 22” x 30”.

*C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-9.png Clothing exhibitors have the option to participate in clothing interview judging. They will pick one exhibit to share with the judge what they did and learned. Sign up for a time during static check-in.*

**DEPARTMENT C - DIVISION 220 – GENERAL CLOTHING**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| *Division* | *Class* | *Pay* | *Purple* | *Blue* | *Red* | *White* |
| 220 | All Classes | 2 | $4.00 | $3.00 | $2.00 | $1.00 |

**SF) 001 Clothing Portfolio** (SF20) – Complete at least four different samples/activities from Chapters 2, 3, or 4 of the project manual. Portfolio should build upon itself each year and pages can be added each year (please date pages). (Simply Sewing, p. 9-11)

**SF) 002 Textile Science Scrapbook** (SF20) – Must include at least 10 different textile samples in binder. See project manual “Textile Information Card” temple and for fabric suggestions. Scrapbook should build upon itself each year and pages can be added each year (please date pages). (Simply Sewing, p. 39)

**SF) 003 Sewing For Profit** (SF63) – Display what products you posted online and analyze the cost of goods purchased to determine the appropriate selling price for your product. (Simply Sewing, p. 161-167)

**DEPARTMENT C - DIVISION 221 – BEYOND THE NEEDLE**

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| --- | --- | --- | --- | --- | --- | --- |
| *Division* | *Class* | *Pay* | *Purple* | *Blue* | *Red* | *White* |
| 221 | 001-010 | 2 | $4.00 | $3.00 | $2.00 | $1.00 |
| 221 | 901-903 | 1 | $2.50 | $2.00 | $1.50 | $1.00 |

**SF) 001 Design Portfolio** (SF 20) – A portfolio consisting of at least three design samples or activities. Refer to the project manual for activity ideas. Portfolio should build upon itself each year and pages can be added each year (please date pages). (Beyond the Needle, p. 14-16)

**SF) 002 Color Wheel** (SF 20) – Create your own color wheel, complimentary color bar or color scheme. (Beyond the Needle, p. 27-39)

**SF) 003 Embellished Garment with Original Design** (SF26) – Create a garment using intermediate or advanced 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.

**SF) 004 Original Designed Fabric Yardage** (SF 27) – 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. C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-8.png **Include information on how the fabric was designed – describe the process and materials used.**

**SF) 005 Item Constructed from Original Designed Fabric** (SF 26) – Fabric yardage is designed first, then a garment is constructed from that fabric. Other embellishments may be added. C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-8.png **Include information on how the fabric was designed – describe the process and materials used and how the fabric will be used.**

**SF) 006 Textile Arts Garment or Accessory** (SF 25) – A garment or accessory constructed using new unconventional materials. Examples: rubber bands, plastic, duct tape. A description of the design process must accompany the entry.

**SF) 007 Beginning Fashion Accessory** (SF 23) – An accessory designed and constructed using elements and principles of design; can be textile or non-textile based. Examples: shoes, bracelets, scarves, etc. C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-8.png **A description of the design process must accompany the entry.**

**SF) 008 Advanced Fashion Accessory** (SF23) – An accessory designed and/or constructed using elements and principles of design and advanced skills; can be textile or non-textile based. Example: peyote stitch, bead embroidery, advanced design on tennis shoes, metal stamping, riveting, resin, and etc. C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-8.png **A description of the design process must accompany the entry.**

**SF) 009 Wearable Technology Garment** (SF\_\_) – Technology is integrated into the garment in some way (For example: LEDs, charging capabilities, sensors, etc.)

**SF) 010 Wearable Technology Accessory** (SF\_\_) – An accessory constructed integrating technology into the accessory (For example: Charging Backpack, Fitness Tracker, etc.)

**C) 901-903 Other Item Made in this** **Project** (SF28)

**DEPARMENT C – DIVISION 205 – STEAM CLOTHING 1: FUNDAMENTALS**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| *Division* | *Class* | *Pay* | *Purple* | *Blue* | *Red* | *White* |
| 205 | All Classes | 1 | $2.50 | $2.00 | $1.50 | $1.00 |

**C) 901 Sewing Kit** (SF20) – Include a list of sewing notions and purpose for each included. (Fundamentals, p. 12-17)

**C) 902 What’s The Difference** (SF20) – Share a project comparison and price point. Exhibits should include pictures. (Fundamentals, p. 118-119)

**C) 903 Clothing Service Project** (SF20) – Share information you generated in the project activity “Serving A Purpose”. Service project can include pillows or pillow cases, but are not limited too these items. (Fundamentals, p. 124-125)

**C) 904 Simple Top** (SF23)

**C) 905 Simple Bottom** (SF23) – pants, shorts or skirt.

**C) 906 Simple Dress** (SF23)

**C) 907 Upcycled Simple Garment** (SF23) – The original used item must be redesigned (not just decorate) in some way to create a new wearable piece of clothing. C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-8.png **A “before” picture and a description of the redesign process must accompany the entry.**

**C) 908 Upcycled Accessory** (SF23) – A wearable accessory made from a used item. The item used must be changed in some way in the “redesign” process. C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-8.png **A “before” picture and a description of the redesign process must accompany the entry.**

**C) 909-911 Other Item Made in this Project**

**DEPARTMENT C - DIVISION 222 — STEAM CLOTHING 2: SIMPLY SEWING**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| *Division* | *Class* | *Pay* | *Purple* | *Blue* | *Red* | *White* |
| 222 | 001-014 | 2 | $4.00 | $3.00 | $2.00 | $1.00 |
| 222 | 901-903 | 1 | $2.50 | $2.00 | $1.50 | $1.00 |

**SF) 001 Design Basics, Understanding Design Principles** (SF20) – Share learning experiences. Project should include answers to questions found on page 20 of the manual. (Simply Sewing, p. 17-20)

**SF) 002 Pressing Matters** (SF20) – Hem or sleeve roll exhibit. Exhibit should include answers to lesson questions that are most appropriate to include. (Simply Sewing, p. 21-25)

**SF) 003 Upcycled Garment** (SF21) – 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. C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-8.png **A “before” picture and a description of the redesign process must accompany the entry.**

**SF) 004 Upcycled Clothing Accessory** (SF22) – 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. C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-8.png **A “before” picture and a description of the redesign process must accompany the entry.**

**SF) 005 Textile Clothing Accessory** (SF23) – 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.)

**SF) 006 Top** (SF28) – Can be a vest

**SF) 007 Bottom** (SF28) – Can be pants or shorts

**SF) 008 Skirt** (SF28)

**SF) 009 Unlined Jacket** (SF28)

**SF) 010 Dress** (SF28) – Does not include formal wear

**SF) 011 Romper or Jumpsuit** (SF28)

**SF) 012 Two-Piece Outfit** (SF28)

**SF) 013 Alter Your Pattern** (SF\_\_) – C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-8.png **Include an 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)

**SF) 014 Garment Constructed from Sustainable or Unconventional [natural or synthetic] Fibers** (SF\_\_) – Fabric/Fibers used in this garment have to be manufactured or 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.

**C) 901-903 Other Item Made in this Project**

**DEPARTMENT C - DIVISION 223 – STEAM CLOTHING 3: A STITCH FURTHER**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| *Division* | *Class* | *Pay* | *Purple* | *Blue* | *Red* | *White* |
| 223 | 001-012 | 3 | $6.00 | $4.00 | $2.00 | $1.00 |
| 223 | 901-903 | 1 | $2.50 | $2.00 | $1.50 | $1.00 |

**SF) 001 Upcycled Garment** (SF21) – 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. C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-8.png **A “before” picture and a description of the redesign process must accompany the entry.**

**SF) 002 Upcycled Clothing Accessory** (SF22) – 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. C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-8.png **A “before” picture and a description of the redesign process must accompany the entry.**

**SF) 003 Textile Clothing Accessory** (SF23) – Textile accessory is constructed using at least one skill learned in this project. 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.)

**SF) 004 Dress or Formal** (SF28)

**SF) 005 Skirted Combination** (SF28) – Skirt with shirt, vest or jacket OR jumper and shirt

**SF) 006 Pants or Shorts Combination Outfit** (SF28) – Pants or shorts with shirt, vest or jacket

**SF) 007 Romper or Jumpsuit** (SF28)

**SF) 008 Specialty Wear** (SF28) – Swim wear, costumes, hunting gear, or chaps

**SF) 009 Lined or Unlined Jacket** (SF28) – Non-tailored

**SF) 010 Blazer, Suit Jacket or Outerwear** **Coat** (SF29) – Tailored blazer, suit jacket, or coat

**SF) 011 Alter/Design Your Pattern** (SF\_\_) – C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-8.png **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)

**SF) 012 Garment Constructed from Sustainable or Unconventional [natural or synthetic] Fibers** (SF\_\_) – Fabric/Fibers used in this garment have to be manufactured or 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.

**C) 901-903 Other Item Made in this Project**

*******DEPARTMENT: CONSUMER & FAMILY SCIENCE*

**AREA: QUILT QUEST**

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| Quilt Quest |  | C:\Users\kblack6\AppData\Local\Temp\Temp1_B.zip\2.jpg | C:\Users\kblack6\AppData\Local\Temp\Temp1_B.zip\3.jpg |

C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-7.png AREA RULES – QUILT QUEST

* 1. C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-8.png **Entries which do not include required information or formatting requirements will be lowered one ribbon placing.**
  2. IconFactory_Icon-8 **Quilts must have a permanent label on the back in the bottom right corner with quilter’s name and date of completion.**
  3. IconFactory_Icon-8 **All entry cards and supporting information must be attached using a safety pin.**
  4. Expectations
     1. In Quilt Quest, 4-Hers learn skills as they progress through the project. The least experienced 4-H exhibitor will select fabric, cut, and sew together only squares or rectangles in making the quilt top. They may have additional guidance in piecing the quilt block and layering together the quilt top, inner batting and the quilt bottom. Another person can do the quilting for them.
     2. In the Premier class, the 4-Her has developed skills to be able to do all of the work by himself/herself. This includes pattern and fabric selection, cutting and sewing individual pieces, layering the quilt top/batting/backing together, and quilting. Quilting may be done by hand, by sewing machine or by a commercial-grade quilting machine. After quilting, the 4-Her must finish the quilt by "squaring it up," put binding on the edge, and placing a label on the quilt which provides details about the quilt making process for historical purposes.
     3. For all classes, 4-Hers can choose fabrics for the quilt by selecting fabric from fabric bolts. 4-Hers may also use “fabric collections” offered by manufacturers in a particular designer or fabric line. After fabric selection, youth can use a variety tools for cutting the fabric and completing the quilt. Cutting into pattern pieces may include hand roller die cutting machines that cut particular shapes which can be appliqued to fabric. This is allowed in the construction of the quilt.
     4. A quilted exhibit is made up of at least 3 layers. Exhibits must be quilted or tied through all layers.
  5. Non-quilt exhibits can be a notebook, poster, or small display unless otherwise specified. Notebooks should be in 3 ring binders and include an appropriate cover, table of contents, and dividers. Posters and displays should not exceed 14” x 22”. Multimedia exhibits should be on CD or link to Prezi or YouTube site.
  6. When judging Quilt Quest exhibits, the judges consider SF209 “Standards for Judging Quilts and Quilted Items.”

**DEPARTMENT C - DIVISION 229 - QUILT QUEST**

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| --- | --- | --- | --- | --- | --- | --- |
| *Division* | *Class* | *Pay* | *Purple* | *Blue* | *Red* | *White* |
| 229 | 010-062 | 2 | $4.00 | $3.00 | $2.00 | $1.00 |
| 229 | 070-083 | 3 | $6.00 | $4.00 | $2.00 | $1.00 |

**SF) 010 Exploring Quilts** (SF208c) – Illustrate some aspect of quilts or quilt making. Examples include, but are not limited to: language arts, quilts of different cultures, chemistry, design, preservation, history, construction, math-conversion of quilt patterns, textiles/fabrics, computerization, and entrepreneurship. History may include history of an old quilt or history/research of a particular style of quilt such as Baltimore album quilts or Amish quilts.

**SF) 020 Quilt Design other than Fabric** (SF208b) – C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-8.png **Supporting information must include elements or principles of design used and steps taken to complete project.** Use “Home Environment Supporting Information” tag located on appendix I.

**SF) 021 Small Barn Quilt** (SF208b) – Less than 4’x4’

**SF) 022 Large Barn Quilt** (SF208b) – More than 4’x4’

**SF) 030 Computer Exploration (SF208c)** – Poster or notebook with a minimum of six computer generated quilt designs or color variations on a quilt design. Include information on type of program used, process used to generate designs, or how you used color to create different quilt designs.

**SF) 040 Wearable Art** (SF208a) – Quilted clothing or clothing accessory which must have a recognizable amount of quilting and may include fabric manipulation. Quilting must be done by 4-H member. C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-8.png **On a half sheet of 8 ½ x 11 inch paper, tell how you selected the design and fabrics including whether or not you used a kit, jelly roll, charm squares, etc.**

**SF) 041 Inter-Generational Quilt** (SF208e) – A quilt made by a 4-H member and family members or friends of different generations. C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-8.png **On a half-sheet of 8 ½ x 11 inch paper, include an explanation answering the following questions: A) how was the quilt planned and who did what in the construction of the quilt? B) How did you select the design and fabrics including whether or not you used a kit, jelly roll, charm squares, etc.? C) What did you learn that you can use on your next project?**

**SF) 042 Service Project Quilt** (SF208d) – A quilt constructed by a 4-H member or group to be donated to a worthy cause. C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-8.png **On a half sheet of 8 ½ x 11 inch paper, include an explanation answering the following questions: A) Why was the quilt constructed and who will receive the donated quilt? B) How did you select the design and fabrics used including whether or not you used a kit, jelly roll, charm squares, etc.? C) What did you do and what was done by others? D) What did you learn that you can use on your next project?**

Level I – *Pieced quilts are made up of squares or rectangles.*

**SF) 050 Small** (SF208a) – length + width = less than 60”

**SF) 051 Medium** (SF208a) – length + width = 61 – 120”

**SF) 052 Large** (SF208a) – length + width = over 120”

Level II – In *addition to squares or rectangles, quilts may have triangles, and/or maybe embroidered.*

**SF) 060 Small** (SF208a) - length + width = less than 60”

**SF) 061 Medium** (SF208a) - length + width = 61 – 120”

**SF) 062 Large** (SF208a) - length + width = over 120”

Level III – *In addition to any of the methods in classes 50-62, quilts may have curved piecing, appliqué, Celtic style, stained glass style, paper piecing, art quilt style, or other non- traditional styles.*

**SF) 070 Small** (SF208a) - length + width = less than 60”

**SF) 071 Medium** (SF208a) - length + width = 61 – 120”

**SF) 072 Large** (SF208a) - length + width = over 120”

Premiere Quilt – *Entire quilt is the sole work of the 4-Her, including quilting (hand or machine).*

**SF) 080 Hand Quilted** (SF208a)

**SF) 081 Sewing Machines Quilted** (SF208a)

**SF) 082 Long Arm Quilted** (SF208a) – non-computerized/hand-guided

**SF) 083 Long Arm Quilted** (SF208a) – computerized

*******DEPARTMENT: CONSUMER & FAMILY SCIENCE*

**AREA: FIBER ARTS**

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C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-7.png AREA RULES – FIBER ARTS

* 1. C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-8.png **Entries which do not include required information or formatting requirements will be lowered one ribbon placing.**
  2. Criteria for Judging – Design and Color, Neatness, Knitting/Crochet/Weaving Mechanics, Trimmings, and Constructions Finishes.

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| ABC of Knitting | C:\Users\kblack6\AppData\Local\Temp\Temp1_B.zip\1.jpg | C:\Users\kblack6\AppData\Local\Temp\Temp1_B.zip\2.jpg | C:\Users\kblack6\AppData\Local\Temp\Temp1_B.zip\3.jpg |
| Knitting Made Easy [CD] | C:\Users\kblack6\AppData\Local\Temp\Temp1_B.zip\1.jpg | C:\Users\kblack6\AppData\Local\Temp\Temp1_B.zip\2.jpg | C:\Users\kblack6\AppData\Local\Temp\Temp1_B.zip\3.jpg |
| ABC of Crochet (Right Hand or Left Hand) | C:\Users\kblack6\AppData\Local\Temp\Temp1_B.zip\1.jpg | C:\Users\kblack6\AppData\Local\Temp\Temp1_B.zip\2.jpg | C:\Users\kblack6\AppData\Local\Temp\Temp1_B.zip\3.jpg |

**DEPARTMENT C – DIVISION 225 – KNITTING**

C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-7.png DIVISION RULES – KNITTING

* 1. Please include the following information on a separate piece of paper:
     1. What was your goal(s) in making this exhibit (Example: Learn how to block a garment or learn how to use two different yarn(s)?
     2. What steps did you take as you worked toward your goal(s)?
     3. What were the most important things you learned as you worked toward your goal(s)?
     4. Gauge – Number of rows per inch; number of stitches per inch.
     5. Size of needles, finger knitted, arm knitted, loom or machine knitted
     6. Kind of yarn – weight and fiber content.
     7. Names of stitches used.
     8. Copy of directions.

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| *Division* | *Class* | *Pay* | *Purple* | *Blue* | *Red* | *White* |
| 225 | 001-007 | 2 | $4.00 | $3.00 | $2.00 | $1.00 |
| 225 | 901-903 | 1 | $2.50 | $2.00 | $1.50 | $1.00 |

**SF) 001 Level 2 Knitted Clothing** (SF60) – Knitted item or garment using pattern stitches such

as diamond, block, twist or seed/moss stitches.

**SF) 002 Level 2 Knitted Home Environment Item** (SF60) – Knitted Item using basic stitches

to form patterns.

**SF) 003 Arm or Finger Knitted Item** (SF60)

**SF) 004 Loom Knitted Item** (SF60)

**SF) 005 Level 3 Knitted Clothing** (SF60) – Knitted item or garment made from 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. Made by using stitches learned in Level 2 while advancing to circular knitting, double pointed needle knitting, knitting with multiple pattern stitches, and changing colors throughout the garment such as argyle knitting and chart knitting.

**SF) 006 Level 3 Knitted Home Environment Item** (SF60) – Knitted item made by using stitches learned in Level 2 while advancing to circular knitting, double pointed needle knitting, knitting with multiple pattern stitches, and changing colors throughout the garment such as argyle knitting and chart knitting.

**SF) 007 Level 3 Machine Knitting** (SF60)

**C) 901-903 Other Item Made in this Project** (SF60)

**DEPARTMENT C - DIVISION 226 – CROCHET**

C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-7.png DIVISION RULES – CROCKET

* 1. Please include the following information on a separate piece of paper:
     1. What was your goal(s) in making this exhibit (Example: Learn how to block a garment or learn how to use two different yarn(s)?
     2. What steps did you take as you worked toward your goal(s)?
     3. What were the most important things you learned as you worked toward your goal(s)?
     4. Gauge – Number of rows per inch; number of stitches per inch.
     5. Size of needles, finger knitted, arm knitted, loom or machine knitted
     6. Kind of yarn – weight and fiber content.
     7. Names of stitches used.
     8. Copy of directions.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| *Division* | *Class* | *Pay* | *Purple* | *Blue* | *Red* | *White* |
| 226 | 001-004 | 2 | $4.00 | $3.00 | $2.00 | $1.00 |
| 226 | 901-903 | 1 | $2.50 | $2.00 | $1.50 | $1.00 |

**SF) 001 Level 2 Crocheted Clothing** (SF61) – Crochet garment using basic stitches [including: chain, single, double, half-double, treble] to form patterns.

**SF) 002 Level 2 Crocheted Home Environment** **Item** (SF61) – Crochet item using basic stitches [including: chain, single, double, half-double, treble] to form patterns.

**SF) 003 Level 3 Crocheted** **Clothing** (SF61) – Crochet garment using stitches learned in Level 2 while advancing to use afghan stitch, broomstick lace, hairpin lace, design motifs, and multiple pattern stitches.

**SF) 004 Level 3 Crocheted Home Environment Item** (SF61) – Crochet item using stitches learned in Level 2 while advancing to use afghan stitch, broomstick lace, hairpin lace, design motifs, and multiple pattern stitches.

**C) 901-903 Other Item Made in this Project** (SF61)

C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-7.png DIVISION RULES – WEAVING

* 1. Please include the following information on a separate piece of paper:
     1. What was your goal(s) in making this exhibit (Example: Learn how to block a garment or learn how to use two different yarn(s)?
     2. What steps did you take as you worked toward your goal(s)?
     3. What were the most important things you learned as you worked toward your goal(s)?
     4. Type of Loom.
     5. Kind of yarn – weight and fiber content or other material used.
     6. Names of weave structures used.
     7. Copy of directions.

**DEPARTMENT C - DIVISION 227 – WEAVING**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| *Division* | *Class* | *Pay* | *Purple* | *Blue* | *Red* | *White* |
| 227 | 001-003 | 2 | $4.00 | $3.00 | $2.00 | $1.00 |
| 227 | 901-903 | 1 | $2.50 | $2.00 | $1.50 | $1.00 |

**SF) 001 Level 1 Woven Garment** (SF\_\_) – Plain or balanced weave using a rigid heddle loom. Such as: Scarf, Shawl, Belt

**SF) 002 Level 2 Woven Garment** (SF\_\_) – Garment should use basic weaving techniques and threading patterns with a four harness loom.

**SF) 003 Level 3 Woven Garment** (SF\_\_) – Garment should use advanced weaving techniques and threading patterns with any loom. Such as lace, overshot, tapestry.

**C) 901-903 Other Item Made in this Project** (SF\_\_)

**DEPARMENT C – DIVISION 234 – GENERAL CLOTHING EXHIBITS**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| *Division* | *Class* | *Pay* | *Purple* | *Blue* | *Red* | *White* |
| 234 | 001-003 | 2 | $4.00 | $3.00 | $2.00 | $1.00 |

**SF) 001 Educational Display** (SF20) – Share what you learned in a clothing project. Examples include: information on careers in the textile industry, information on textile fibers, illustrate art elements, art principles, seam finishes, the science of textiles including dye techniques, fiber identification, and shrink testing of fabrics, knit stitches, crochet stitches, gauge, etc.

*******DEPARTMENT: CONSUMER & FAMILY SCIENCE*

***AREA: CONSUMER MANAGEMENT***

C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-3.png *CURRICULUM & RESOURCES*

C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-7.png AREA RULES – CONSUMER MANAGEMENT

* 1. C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-8.png **Entries which do not include required information or formatting requirements will be lowered one ribbon placing.**

|  |  |  |  |
| --- | --- | --- | --- |
| Shopping in Style | C:\Users\kblack6\AppData\Local\Temp\Temp1_B.zip\1.jpg | C:\Users\kblack6\AppData\Local\Temp\Temp1_B.zip\2.jpg | C:\Users\kblack6\AppData\Local\Temp\Temp1_B.zip\3.jpg |
| Making Cents of It | C:\Users\kblack6\AppData\Local\Temp\Temp1_B.zip\1.jpg |  |  |
| My Financial Future: Beginner Notebook | C:\Users\kblack6\AppData\Local\Temp\Temp1_B.zip\1.jpg | C:\Users\kblack6\AppData\Local\Temp\Temp1_B.zip\2.jpg |  |
| My Financial Future: Advanced Notebook |  | C:\Users\kblack6\AppData\Local\Temp\Temp1_B.zip\2.jpg | C:\Users\kblack6\AppData\Local\Temp\Temp1_B.zip\3.jpg |

**DEPARTMENT C – DIVISION 240 – SHOPPING IN STYLE**

C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-7.png DIVISION RULES – SHOPPING IN STYLE

* 1. If exhibit is a poster it should be on 14” x 22” poster board. If a three-ring binder is used it should be 8 ½”x 11”x 1”. Video exhibits should be less than 5 minutes in length and be able to be played on a PC using Windows Media Player, Real Player, or QuickTime Player.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| *Division* | *Class* | *Pay* | *Purple* | *Blue* | *Red* | *White* |
| 240 | 001-006 | 2 | $4.00 | $3.00 | $2.00 | $1.00 |
| 240 | 901-903 | 1 | $2.50 | $2.00 | $1.50 | $1.00 |

**SF) 001 Best Buy for Your** **Buck** (SF84) – For exhibitors ages 10-13. Provide details of the best buy you made for your buck this year! Include wardrobe inventory which includes why you selected the garment you did, clothing budget, and cost of garment. Provide 3 color photos of you wearing the garment (front, side, back views). Consider building the ultimate wardrobe by adding to this entry each year by dividing it into Year 1, 2, 3, etc. Put the story in a binder or video, no posters please.

**SF) 002 Best Buy For Your Buck** (SF84) – For exhibitors ages 14-18. Provide details of the best buy you made for your buck this year! Include wardrobe inventory which includes why you selected the garment you did, clothing budget, and cost of garment; plus include body shape discussion, construction quality details, design features that affected your selection, cost per wearing, and care of garment. Provide 3 color photos of you wearing the garment (front, side, back views). Consider building the ultimate wardrobe by adding to this entry each year by dividing it into Year 1, 2, 3, etc. Put the story in a binder or video, no posters please.

**SF) 003 Revive Your Wardrobe** (SF88) – Take at least two items in your wardrobe that still fit but that you don’t wear anymore and pair them with a new garment or garments to make them wearable once again. Create a photo story which includes before and after photos and a description of what was done. Put in a binder, poster, or video.

**SF) 004 Show Me Your Colors** (SF89) – Select 6-8 color photos of you wearing different colors. Half should be what you consider to be good personal color choices and half should be poor personal color choices. Write a brief explanation with each photo describing your selections. Refer to the manual page 23 for more information. Entry should be a poster.

**SF) 005 Clothing 1st Aid Kit** (SF64) – Refer to page 73 of the manual and complete a clothing first aid kit. Include a list of items in the kit and brief discussion of why each was included. Put in appropriately sized box or tote with a lid. No larger than a shoe box.

**SF) 006 Mix, Match, & Multiply** (SF90) – Using this concept from page 32 of the manual take at least 5 pieces of clothing and create new outfits. Use your imagination to show various looks (i.e. on a clothes line, in a tree, on a mannequin). Include a brief discussion of each outfit which demonstrates what you have learned by completing this entry. Entry can be a binder, poster, or video.

**C) 901-903 Other Item Made in this Project**

**DEPARTMENT C – DIVISION 248 – MAKING CENTS OF IT**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| *Division* | *Class* | *Pay* | *Purple* | *Blue* | *Red* | *White* |
| 226 | All Classes | 1 | $2.50 | $2.00 | $1.50 | $1.00 |

**C) 901 Comparison Chart** (SF 221) – Poster Collage (Size 14”x 22”) or Flash Cards of your wants and needs. (Making Cents of It, p.16)

C**) 902 Money Journal** – Make a Money Journal for 2 weeks. (Making Cents of It, p.13)

**C) 903 Bank** – Using your creativity make a bank for saving. (Making Cents of It, p.28)

**C) 904 Interview** – Someone in the career or job area using the outline and questions. (Making Cents of It, p. 33-34)

**C) 905-907 Other Item Made in this Project**

**DEPARTMENT C – DIVISION 247 – MY FINACIAL FUTURE**

C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-7.png DIVISION RULES – MY FINACIAL FUTURE

* 1. Entries should be typed and then attached to a piece of colored card stock or colored poster board (limit the size of the poster board or card stock to 14” x 22” or smaller). You may use the front and back of the poster board.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| *Division* | *Class* | *Pay* | *Purple* | *Blue* | *Red* | *White* |
| 247 | 001-007 | 2 | $4.00 | $3.00 | $2.00 | $1.00 |
| 247 | 008-011 | 3 | $6.00 | $4.00 | $2.00 | $1.00 |
| 247 | 901-903 | 1 | $2.50 | $2.00 | $1.50 | $1.00 |

**SF) 001 Goal Setting** (SF247) – Write 3 SMART financial goals for yourself (one should be short term, one intermediate, and one long term.) Explain how you intend to reach each goal you set.

**SF) 002 Income Inventory** (SF247) – List sources and amounts of income you earn/receive over a six month period. Answer the following questions: What were your income sources? Were there any steady income sources? What did you do with the income you received? Include your income inventory in the exhibit. (My Financial Future: Beginner, p. 13)

**SF) 003 Tracking Expenses** (SF247) – Use an app or chart like the one on page 17 to track your spending over 2 months. Answer the following questions: What did you spend most of your money on? What did you learn about your spending habits? Will you make any changes in your spending based upon what you learned? Why or why not? Include your chart in your exhibit.

**SF) 004 Money Personality Profile** (SF247) – Complete the money personality profile. Answer the following questions: What is your money personality? How does your money personality affect the way you spend/save money? Have a friend or family member complete the money personality profile. Compare and contrast (how are you alike how are you different) your money personality profile with theirs. (My Financial Future: Beginner, p. 21-22)

**SF) 005 What Does It Really Cost** (SF247) – Complete Activity 8 “What Does It Really Cost?” (My Financial Future: Beginner, p. 39-40)

**SF) 006 My Work; My Future** (SF247) – Interview three adults in your life about their careers or jobs and record these answers. C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-8.png **In addition, answer the following questions on your display. What did you find most interesting about these jobs? Were there any positions you might want to pursue as your career? Why/Why not? What careers interest you at this point in your life? What are three steps you need to do now to prepare for this career?** (My Financial Future: Beginner, p. 51)

**SF) 007 Interview** (SF247) – Interview someone who is paid a salary; someone who is paid a commission; and someone who is paid an hourly wage. Have them answer the following questions plus any additional questions you may have. Questions include: (1) What are some benefits of receiving your pay the way you do (salary, commission, or hourly wage)? (2) What are some negative outcomes for getting paid the way you do? (3) Does your pay keep pace with inflation? Why do you think this? Summarize: Based upon your interviews which payment method would suit you the best? Discuss your answer.

**SF) 008 The Cost of Not Banking** (SF247) – Type your answers to the questions about Elliot. (My Financial Future: Advanced, p. 50)

**SF) 009 Evaluating Investment Alternatives** (SF247) – Complete the case study of Jorge. Answer all three questions found at the bottom of the page. (My Financial Future: Advanced, p. 64)

**SF) 010 Understanding Credit Scores** (SF247) – Watch the video and read the resource. Answer the following questions. (1) Name 3 prudent actions that can reduce a credit card balance. (2) What are the main factors that drive the cost of credit? (3) List one personal financial goal that you could use credit or collateral to purchase. Discuss possible consequences that might happen with improper use of credit for your purchase. (My Financial Future: Advanced, p. 71)

**SF) 011 You Be the Teacher** (SF247) – Create an activity, story board, game or display that would teach another youth about “Key Terms”. Activity/display must include at least 5 of the terms. (My Financial Future: Advanced, p. 62)

**C) 901-903 Other Item Made in this Project**

*******DEPARTMENT: CONSUMER & FAMILY SCIENCE*

***AREA: HERITAGE***

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|  |  |  |  |
| --- | --- | --- | --- |
| Genealogy | C:\Users\kblack6\AppData\Local\Temp\Temp1_B.zip\1.jpg | C:\Users\kblack6\AppData\Local\Temp\Temp1_B.zip\2.jpg | C:\Users\kblack6\AppData\Local\Temp\Temp1_B.zip\3.jpg |

C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-7.png AREA RULES – HERITAGE

* 1. C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-8.png **Entries which do not include required information or formatting requirements will be lowered one ribbon placing.**
  2. C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-8.png **Displays should not be larger than 22” x 28” wide. Pictures and other hanging items must have a wire hanger for display purposes. Display collections securely in an attractive container no larger than 22” x 28”.**
  3. IconFactory_Icon-8 **Exhibits must include Name, County, and Years in Project on the back of the exhibit. All items must have documentation included.**
  4. An exhibit of items, pictures, maps, charts, slide/tapes, drawings, illustrations, writings, or displays that depict the heritage of the member’s family or community or 4-H history.
  5. Exhibits are entered at 4-H’ers own risk. The County Ag Society and the Extension Office will not be responsible for loss or damage to family heirloom items or any items in this department.

**DEPARTMENT A – DIVISION 101 – HERITAGE (4 years or less)**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| *Division* | *Class* | *Pay* | *Purple* | *Blue* | *Red* | *White* |
| 101 | 001-015 | 2 | $4.00 | $3.00 | $2.00 | $1.00 |

**SF) 001 Heritage Poster or Flat Exhibit** (SF71) – Entries may be pictures, items that depict family heritage. Exhibits must be supported by a written explanation.

**SF) 002 Family Genealogy/History Notebook** (SF71) – Include pedigree charts/family group sheets, with documentation for two-three generations of one family line, explaining each year. If multiple books included in exhibit, only bring book with most current year’s work.

**SF) 003 Local History Scrapbook or Notebook** (SF71 – Depicts history of local community or Nebraska that helps youth appreciate their heritage.

**SF) 004 Framed Family Groupings (or Individuals)** (SF71) – Showing family history. Pictures should be supported by a written explanation.

**SF) 005 Other Exhibits** (SF71) – Depicting the heritage of the member’s family or community, Exhibit should be supported by a written explanation. May include biographical album of themselves or another family member, family cookbooks, etc.

**SF) 006 4-H History Scrapbook** (SF71) – A scrapbook relating 4-H history of local club or county. Must be work of an individual 4-H member, no club project. If multiple books included in exhibit, only bring book with most current year’s work.

**SF) 007 4-H History Poster** (SF71) – Relating 4-H history of local club, county, or individual.

**SF) 008 Story or Illustration about a Historical Event** (SF71)

**SF) 009 Book Review** (SF71) A book about local, Nebraska or regional history.

**SF) 010 Other Historical Exhibits** (SF71) – Attach an explanation of historical importance.

**SF) 011 Family Traditions Book** (SF71) – Scrapbook depicting family traditions of the past.

**SF) 012 Family Traditions Exhibit** (SF71) – Story or illustration of a family tradition or event. **C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-8.png Exhibits must be supported by a written explanation.**

**SF) 013 4-H Club/County Scrapbook** (SF71) – Relating 4-H history of local club or county compiled by club historian. If multiple books included in exhibit, only bring book with most current year’s work.

**SF) 014 4-H Member Scrapbook** (SF71) – Relating to individual 4-H member’s 4-H history. If multiple books included in exhibit, only bring book with most current year’s work.

**SF) 015 Special Events Scrapbook** (SF71) – Relating to a 4-H special event, such as Congress or CWF or a person or family special event, such as a trip, family reunion, etc.

**DEPARTMENT A – DIVISION 102– HERITAGE (4 years or more)**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| *Division* | *Class* | *Pay* | *Purple* | *Blue* | *Red* | *White* |
| 102 | 001-017 | 3 | $6.00 | $4.00 | $2.00 | $1.00 |

**SF) 001 Heritage Poster or Flat Exhibit** (SF71) – Entries may be pictures, posters, items, etc., that depict family heritage. C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-8.png **Exhibits must be supported by a written explanation.**

**SF) 002 Family Genealogy/History Notebook** (SF71) – Include pedigree charts/family group sheets, with documentation beyond two-three generations of one family line, expanding each year. If multiple books included in exhibit, only bring most current year’s work.

**SF) 003 Local History Scrapbook/Notebook** (SF71) – Scrapbook or notebook that depicts history of local community or Nebraska that helps youth appreciate their heritage.

**SF) 004 Framed Family Groupings (or Individuals)** (SF71) – Pictures showing family history. Pictures should be supported by a written explanation.

**SF) 005 Other Exhibits** (SF71) – Depicting the heritage of the member’s family or community. Exhibit should be supported by a written explanation. May include, biographical album of themselves or another family member, family cookbooks, etc.

**SF) 006 4-H History Scrapbook** (SF71) – A scrapbook relating 4-H history of local club or county. Must be work of individual 4-H member, no club project. If multiple books included in exhibit, only bring book with most current year’s work.

**SF) 007 4-H History Poster** (SF71) – Relating 4-H history of local club, county or individual.

**SF) 008 Story or Illustration** (SF71) – About a historical event.

**SF) 009 Book Review** (SF71) – About local, Nebraska or regional history.

**SF) 010 Other Historical Exhibits** (SF71) – attach an explanation of historical importance.

**SF) 011 Landmark** (SF71) – depicting the importance of a community or Nebraska landmark.

**SF) 012 Community Report** (SF71) - Documenting something of historical significance from past to present.

**SF) 013 Historic Collection** (SF71) – Displayed securely and attractively in a container no larger than 22” x 28”.

**SF) 014 Video/DVD or Slide/Tape Documentary** (SF71) – A family or a community event. C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-8.png **Must be produced and edited by the 4-H member.**

**SF) 015 4-H Club/County Scrapbook** (SF71) – Relating 4-H history of local club or county compiled by club historian. If multiple books included in exhibit, only bring book with most current year’s work.

**SF) 016 4-H Member Scrapbook** (SF71) – Relating to individual 4-H member’s 4-H history. If multiple books included in exhibit, only bring book with most current year’s work.

**SF) 017 Special Events Scrapbook** (SF71) – Relating to a 4-H special event, such as Congress or CWF or a personal or family.

*******DEPARTMENT: CONSUMER & FAMILY SCIENCE*

***AREA: HOME ENVIORNMENT***

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|  |  |  |  |
| --- | --- | --- | --- |
| Sketchbook Crossroads |  | C:\Users\kblack6\AppData\Local\Temp\Temp1_B.zip\2.jpg | C:\Users\kblack6\AppData\Local\Temp\Temp1_B.zip\3.jpg |
| Portfolio Pathways |  | C:\Users\kblack6\AppData\Local\Temp\Temp1_B.zip\2.jpg | C:\Users\kblack6\AppData\Local\Temp\Temp1_B.zip\3.jpg |
| Preserving Heirlooms |  | C:\Users\kblack6\AppData\Local\Temp\Temp1_B.zip\2.jpg | C:\Users\kblack6\AppData\Local\Temp\Temp1_B.zip\3.jpg |
| Design Decisions |  | C:\Users\kblack6\AppData\Local\Temp\Temp1_B.zip\2.jpg | C:\Users\kblack6\AppData\Local\Temp\Temp1_B.zip\3.jpg |

C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-7.png AREA RULES – HOME ENVIORNMENT

* 1. C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-8.png **Entries which do not include required information or formatting requirements will be lowered one ribbon placing.**
  2. C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-8.png **Supporting information is required ALL Home Environment exhibits. Attach information to explain steps taken to complete project. Information must also include element or principle of design used.** See Appendix I for “Home Environment Static Project Write Up” template.
  3. All home environment exhibits are evaluated by these criteria:
     1. Items must be designed to be used for home decorating, home furnishing or home management
     2. Accessories should be of high quality (as compared to quick, simple crafts), suitable for use in the home several months throughout the year. Holiday specific items are discouraged.
     3. Items should show creativity and originality, along with the application of design principles and elements.
     4. Entered in correct class: What medium is the majority of your accessory made from? What was changed or manipulated?
     5. Items should be ready for display in the home (pictures framed, wall hangings and pictures ready to hang, etc.). No single mat board or artist canvas panels allowed. Wrapped canvas (if the staples not visible on edge) is accepted without framing. Make sure hangers are strong enough to support the item. Command strips are not adequate hangers.

**DEPARTMENT C – DIVISION 260 – SKETCHBOOK CROSSROADS**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| *Division* | *Class* | *Pay* | *Purple* | *Blue* | *Red* | *White* |
| 260 | 001-010 | 2 | $4.00 | $3.00 | $2.00 | $1.00 |
| 260 | 901-903 | 1 | $2.50 | $2.00 | $1.50 | $1.00 |

**SF) 001 Original Pencil or Chalk Drawing** (SF200) – Original pencil drawing. Scratch art accepted here. (Sketchbook Crossroads, p. 10 - 21)

**SF) 002 Original Ink Drawing** (SF200) – Original ink (Sketchbook Crossroads, p. 22-28).

**SF) 003 Fiber Home Accessory** (SF200) – Home accessory made with fiber (Sketchbook Crossroads, p. 29)

**SF) 004 Felted Wool Home Accessory** (SF200) – Home accessory made with felted wool (Sketchbook Crossroads, p. 29-33)

**SF) 005 Cotton Linter Home Accessory** (SF200) – Home accessory made with cotton linter (Sketchbook Crossroads, p. 34-36)

**SF) 006 Batik Home Accessory** (SF200) – Home accessory using batik (Sketchbook Crossroads, p. 37-39)

**SF) 007 Loom Woven Home Accessory** (SF200) – Home accessory made by weaving on a loom (Sketchbook Crossroads, p. 40-47)

**SF) 008 Dyed Fabric Home Accessory** (SF200) – Home accessory made with fabric exhibitor has dyed (Sketchbook Crossroads, p. 48-50)

**SF) 009 Home Accessory made with Clay** (SF200) – Original sculpted or thrown home accessory made of clay (no purchased pots) (Sketchbook Crossroads, p. 53-62).

**SF) 010 Nebraska Life Exhibit** (SF200) – An art exhibit using one of the techniques in the above classes to show how art can define a sense of place, or life in Nebraska. Using natural resources such as native grasses to make a weaving, using natural fibers for felting, or using roots, nuts, plants or flowers to dye fabric. C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-8.png **Include the required information listed above and how this project represents life in Nebraska.**

**C) 901-903 Other Item Made in this Project** (SF200)

**DEPARTMENT C – DIVISION 261 – PORTFOLIO PATHWAYS**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| *Division* | *Class* | *Pay* | *Purple* | *Blue* | *Red* | *White* |
| 260 | 001-007 | 2 | $4.00 | $3.00 | $2.00 | $1.00 |
| 260 | 901-903 | 1 | $2.50 | $2.00 | $1.50 | $1.00 |

**SF) 001 Original Acrylic Painting** (SF200) – Original acrylic painting, framed and ready to hang (Portfolio Pathways, p. 10 - 35)

**SF) 002 Original Oil Painting** (SF200) – Original oil painting, framed and ready to hang (Portfolio Pathways, p. 10 - 35)

**SF) 003 Original Watercolor** (SF200) – Original watercolor, framed and ready to hang (Portfolio Pathways, p. 10 - 35)

**SF) 004 Original Sand Painting** (SF200) – Original sand painting, framed and ready to hang (Portfolio Pathways, p. 10 - 35)

**SF) 005 Original encaustic painting** (SF200) – Original encaustic painting, framed and ready to hang (Portfolio Pathways, p. 10 - 35)

**SF) 006 Home Accessory** (SF200) – (Portfolio Pathways, p. 36-56)

**SF) 007 Nebraska Life Exhibit** (SF200) – An art exhibit using one of the techniques in the above classes to show how art can define a sense of place or life in Nebraska. For example- solar printing; making prints using shed snakeskin or plant; an acrylic, oil; watercolor painting of scenes of your community or the surrounding area; or using objects from nature to make the painting. C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-8.png **Include the required information listed above and how this project represents Nebraska life.**

**C) 901-903 Other Item Made in this Project** (SF200)

**DEPARTMENT C – DIVISION 256 – PRESERVING HEIRLOOMS**

C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-7.png DIVISION RULES – PRESERVING HEIRLOOMS

* 1. This project area is for items with historic, sentimental or antique value that are restored, repurposed or refinished to keep their original look and value. It is not for “recycled” items. For example, a bench would be considered an heirloom if the original finish is restored, but if decorated by painting it would be considered recycled. Entering highly valuable items (especially small ones) is discouraged, as exhibits are not displayed in closed cases.
  2. Exhibit only items for the home.
  3. Additional Information Needed: (1) List of steps taken to complete your project. Before and after pictures encouraged; and (2) How you acquired the item and the history of the item - may be written, pictures, audio or video tape of interview with family member, etc.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| *Division* | *Class* | *Pay* | *Purple* | *Blue* | *Red* | *White* |
| 256 | 001-004 | 2 | $4.00 | $3.00 | $2.00 | $1.00 |
| 256 | 901-903 | 1 | $2.50 | $2.00 | $1.50 | $1.00 |

**SF) 001 Trunks** (SF206) – Including doll-sized trunks or wardrobe

**SF) 002 An Article** (SF205) – Either a repurposed “treasure” (accessory) from an old item or an old “treasure” (accessory) refinished or renovated. May include a display of a collection or collectibles, being careful not to destroy value of the collection.

**SF) 003 Furniture** (SF205) – Either a repurposed “treasure” from an old item or an old “treasure” refinished or renovated. May include doll-sized furniture.

**SF) 004 Cleaned and Restored Heirloom Accessory or Furniture** (SF205) – A reconditioned and cleaned old piece of furniture or accessory that is functional for use or display. Item might be cleaned and waxed, and simple repairs made. Item would not be refinished or repainted, but reconditioned to restore it to its original look or to prevent it from further damage as a valuable heirloom. Consult extension publication Care and Conservation of Heirloom Textiles, G1682 for information on textiles. (Refinished items go in classes 2 – 3.) This class is for situations where it may be best to do very little to the item to maintain its antique value. Item or article should be of complexity suited to an advanced project.

**C) 901-903 Other Item Made in this Project**

**Department C – DIVISION 257 – DESIGN DECISIONS**

C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-7.png DIVISION RULES – DESIGN DECISIONS

* 1. C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-8.png **Supporting information is required ALL Home Environment exhibits. Attach information to explain steps taken to complete project. Information must also include element or principle of design used.** See Appendix I for “Home Environment Static Project Write Up” template.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| *Division* | *Class* | *Pay* | *Purple* | *Blue* | *Red* | *White* |
| 257 | 001-025 | 2 | $4.00 | $3.00 | $2.00 | $1.00 |
| 257 | 901-905 | 1 | $2.50 | $2.00 | $1.50 | $1.00 |

**SF) 001 Design board for a room** (SF201) – Include color scheme, wall treatment, floor treatment, etc OR floor plan for a room. Posters, 22 x 28, or multimedia presentation (on CD). C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-8.png **Show what you learned with before and after pictures or diagrams, samples, story, cost comparisons, optional arrangements, etc.**

**SF) 002 Problem Solved, Energy Savers or Career Exploration** (SF201) – Identify a problem (as problem windows, storage needs, inconvenient room arrangement, cost comparison, energy conservation, waste management, etc.) OR, explore a career related to home environment. (what would it be, what education is needed, what would you do, etc.) Using poster, notebook, multimedia presentation or other method, describe the problem and how it was solved OR your career exploration. (Design Decisions, p. 74-93)

**SF) 003 Solar, wind, or other energy alternatives for the home** (SF201) – Can be models, either an original creation or an adaption of kit. If kit, label and explain what was learned and how the item could be used in or on exterior of home. (Design Decisions, p. 74-93)

**SF) 004 Technology in Design** (SF200) – Incorporate technology into a project related to home environment; for example, using conductive thread to create a circuit that enhances a wall hanging**.**

**SF) 005 Community Service Activity** (SF201 & Recognition Certificate) – Show what was done as a community service activity related to this project. In a notebook, photo story, or poster, show the purpose and results of that activity. Ex: painting a mural at a daycare or 4-H building, helping an elderly person paint or clean their home, etc. May be an individual or club activity. Non-competitive. Special recognition certificates will be awarded to participants.

**SF) 006 Window Covering** (SF200) – May include curtains, draperies, shades, shutters, etc.

**SF) 007 Floor** **Covering** (SF200) – May be woven, braided, painted floor cloth, etc. May be exhibited as a poster or multimedia presentation (on CD).

**SF) 008 Bedcover** (SF200) – May include quilt, comforter, bedspread, dust ruffle, or canopy. For quilts, state who did the quilting. No fleece tied exhibits. (Design Decisions, p. 50-53)

**SF) 009 Original Needlework/Stitchery Accessory** (SF200)

**SF) 010 2D Textile Accessory** (SF200) – Table cloth or runner, dresser scarf, wall hanging, etc. No tied fleece blankets or beginning 10 minute table runners.

**SF) 011 3D Textile Accessory** (SF200) – Pillows, pillow shams, fabric bowls, etc. No fleece tied exhibits.

**SF) 012 2D Accessory** (SF200)

**SF) 013 3D Accessory** (SF200) – String art, etc.

**SF) 014 Original Floral Design Accessory** (SF200)

**SF) 015 Original made from Wood Accessory** (SF200) – Burn, cut, shape or otherwise manipulate.

**SF) 016 Original made from Glass Accessory** (SF200) – Etch, mosaic, stain, molten or otherwise manipulate.

**SF) 017 Original made from Metal Accessory** (SF200) – Cut, shape, punch, sculpt, reassemble or otherwise manipulate.

**SF) 018 Original made from Ceramic or Tile Accessory** (SF200) – Treatment to exhibit must go through process that permanently alters the medium. Painting alone is not sufficient.

**SF) 019 Recycled/Upcycled Item for the Home Accessory** (SF207) – reuse a common object or material in a creative way. Include description of what was done to recycle or reuse item in your attached information.

**SF) 020 Recycled/Remade Furniture** (SF207) – Made or finished furniture by using a common object or material in a creative way. C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-8.png **Include description of what was done to recycle or reuse item in your attached information.**

**SF) 021 Wood Opaque Finish Furniture** (SF203) – Such as paint or enamel.

**SF) 022 Wood Clear Finish Furniture** (SF203) – Showing wood grain.

**SF) 023 Fabric Covered Furniture** (SF200) – May include stool, chair seat, slip-covers, headboard, etc.

**SF) 024 Outdoor Living Furniture** (SF200) – Furniture which was made/refurbished and suitable for outdoor use. (NOTE: May be displayed outside). C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-8.png **Include description of what was done to recycle or reuse item in your attached information.**

**SF) 025 Outdoor Living Accessory** (SF200) – Accessory which was made/refurbished and suitable for outdoor use. (NOTE: May be displayed outside). C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-8.png **Include description of what was done to recycle or reuse item in your attached information.**

**C) 901-905 Other item made in this project.**

*******DEPARTMENT: CONSUMER & FAMILY SCIENCE*

***AREA: HUMAN DEVELOPMENT***

C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-3.png *CURRICULUM & RESOURCES*

|  |  |  |  |
| --- | --- | --- | --- |
| I Have What it Takes to be a Babysitter! | C:\Users\kblack6\AppData\Local\Temp\Temp1_B.zip\1.jpg | C:\Users\kblack6\AppData\Local\Temp\Temp1_B.zip\2.jpg | C:\Users\kblack6\AppData\Local\Temp\Temp1_B.zip\3.jpg |
| Child Development 1: Growing On My Own | C:\Users\kblack6\AppData\Local\Temp\Temp1_B.zip\1.jpg |  |  |
| Child Development 2: Growing With Others |  | C:\Users\kblack6\AppData\Local\Temp\Temp1_B.zip\2.jpg |  |
| Child Development 3: Growing In Communities |  |  | C:\Users\kblack6\AppData\Local\Temp\Temp1_B.zip\3.jpg |

C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-7.png AREA RULES – HUMAN DEVELOPMENT

* 1. C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-8.png **Entries which do not include required information or formatting requirements will be lowered one ribbon placing.**
  2. **IconFactory_Icon-8 Requirements for Classes 1 – 6** 
     1. Toy, game, or activity made for a selected and identified age group. Each area is a different class. Information sheet required or exhibit will be dropped a ribbon placing. Games must include instructions for playing the game.
     2. Must be made by the 4-H’er. Possible purchased parts are acceptable such as dice for a grade school child to play a game, but the significant part of the exhibit must be made by the 4-H’er. Not acceptable: Items for display in child’s room (which is a home environment item), container but not the contents made by the 4-H’er, or group of items assembled for a purpose but not made by the 4-H’er.

C:\Users\kblack6\AppData\Local\Temp\IconFactory_Icon-7.png AREA RULES – HUMAN DEVELOPMENT (continued)

* + 1. To learn characteristics of suitable and unsuitable toys and for characteristics of children at various stages of development, please refer to the new 4-H online resource: http://go.unl.edu/babysitting: What It Takes To Be Your Teen Babysitter. In addition another resource that will assist youth in understanding young children is the Nebraska Early Learning Guidelines -http://www.education.ne.gov/OEC/elg.html.
    2. IconFactory_Icon-8 **Information Sheets – Each exhibit in classes 1- 6 must include the required information:**
       1. **Where did I get the idea for this exhibit?**
       2. **What decisions did I make to make sure exhibit is safe for child to use?**
       3. **What age is this toy, game or activity appropriate for and why? (Infant, Birth-18 mths; Toddlers, 18 mths-3 yrs; Preschoolers, 3-5 yrs or Middle Childhood, 6-9 yrs.) 4-H’ers must give at least 2 examples that help in understanding the appropriateness of this exhibit for the age of the child (see project manuals).**
       4. **How is the toy, game or activity intended to be used by the child?**

**DEPARTMENT C – DIVISION 200 – HUMAN DEVELOPMENT**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| *Division* | *Class* | *Pay* | *Purple* | *Blue* | *Red* | *White* |
| 200 | 001-011 | 2 | $4.00 | $3.00 | $2.00 | $1.00 |
| 200 | 901-903 | 1 | $2.50 | $2.00 | $1.50 | $1.00 |

**SF) 001 Social Emotional Development** (SF30)

**SF) 002 Language and Literacy Development** (SF30)

**SF) 003 Science** (SF30)

**SF) 004 Health and Physical Development** (SF30)

**SF) 005 Math** (SF30)

**SF) 006 Creative Arts** (SF30)

**SF) 007 Activity with a Younger Child** (SF 115) – Poster or scrapbook showing 4-H’er working with a child age 0 to 8 years. May show making something with the child or other child care or child interactions. May include photos, captions, story, or essay. Size of exhibit is your choice. Other people may take photos so that 4-H’er can be in the photo. 4-H'er must make the poster or scrapbook. No information sheet is needed for class 7.

**SF) 008 Babysitting Kit** (SF 85) – State which ONE age group (infant, toddler, preschooler, middle childhood) the kit was prepared for. The purpose of the kit is for the 4-Her to take it with them when they baby sit in someone else’s home. Do not make the kit for combination of ages or for your own family to use. See The Sitter manual (4H266 revised 2002) for appropriate items to include. 4-H’er should make one or more items in the kit, but purchased items are also allowed. A list of items in the kit is suggested to be included. Display in a box or bag suitable for what it contains. Approximate size not larger than 12” x 15”x 10”. All items in kit must be safe for child to handle. Information sheet for Class 8 should include: 1) What are children this age like? Give 2 examples to show how the kit would be appropriate for children this age. 2) What will the child learn or what skills will they gain by using the kit? 3) What item(s) were made by the 4-H’er. 4-H’er should make one or more items in the kit, but purchased items are allowed. (It is highly suggested that an inventory list of items in the kit be included).

**SF) 009 Family Involvement** (SF 115) – Scrapbook, poster or story describing an activity the family did together. It might include making something such as a doll house or feed bunk. Items may be exhibited if desired. Other possibilities include a house or farm cleanup project, a family reunion, a celebration of a family milestone, a trip or vacation, moving, a community service project. Photographs are encouraged. Visuals should show family participation. Participation by all family members is important. Include a list of family members and what each person did to participate in the event.

**SF) 010 Growing with Others** (SF 115) – Scrapbook or poster. Examples: How to decide if it’s time you can be home alone and related activities. How responsibilities and privileges are related. Friendships. Working with others. Understanding rules and boundaries. A family tree. A family rules chart. A family meal plan, with pictures of a special family meal. A home safety checklist. Being street smart (safety). A school scrapbook showing yourself and your school activities, memories, and special interest.

**SF) 011 Growing in Communities** (SF 115) – Scrapbook, poster, Examples: A career study. A photo story about your own growth and development, not only physically but emotionally, socially, spiritually, mentally. A television evaluation (see project manual). How you have overcome obstacles. Friendships. A community profile. A community service project. Working with parents. Teaching experiences. Understanding discipline. Playgrounds safety check.

**C) 901-903 Other Item Made in this Project**