



CLOTHING CONSTRUCTION UNITS 1-3

Family Consumer
Science Projects

Clothing Construction Units 1-2 are for members ages 8-18 years old. Unit 3 is for members 11-18 years old. Members may stay in a unit until they have mastered the sewing techniques in that unit. Members will accomplish the following learning experiences:

STEAM Clothing Unit 1

- Learn how to sew by using sewing tools, sewing machine, straight and curved seams, a needle and thread and an iron for pressing.
- Learn about fabrics and how to select them or the items you make.
- Begin thinking about yourself and your appearance.
- Learn how to take care of your clothes by sewing on buttons, mending seams and hanging up clothes.
- Make items using a simple pattern with two or three pattern pieces without set-in sleeves, zippers, collars and no button holes. The fabric must be a firmly-woven, medium-weight cotton or at least 50 percent cotton-blend fabric.
- Share talents acquired through demonstrations and exhibits.

STEAM Clothing Unit 2

- Learn about the sewing machine,
- Learn about more sewing tools.
- Learn how to select a pattern for yourself.
- Make items using any woven or knit fabric appropriate to the garment's design. The exhibit should include one or more of the following techniques: set-in sleeves, zippers, collars, button holes.
- Develop modeling skills.
- Learn how to care for your clothes.
- Practice specific sewing techniques as required in the Unit 2 manual.
- Share talents acquired through demonstrations and exhibits.

STEAM Clothing Unit 3

- Learn more advanced sewing techniques such as tailoring, rolled hems, invisible zippers, etc.
- Learn how to adjust a pattern for fit
- Learn how to
- Improve modeling skills.
- Share talents acquired through demonstrations and exhibits.

Clothing Requirements per Unit (be sure to check current State Fair Exhibit Requirements for additional requirements):

- Unit 1- Jr. only -Pillow case illustrating the skills learned in STEAM Clothing 1. Jr. only - Simple Pillow -No larger than 18"x18" illustrating the skills learned in STEAM Clothing 1. Jr./Int./Sr. -an exhibit illustrating the skills learned in STEAM Clothing 1. Exhibits must use a firmly -woven, medium-weight cotton or at least 50 percent cotton blend fabric. Exhibit should be a simple pattern with two or three pattern pieces without set-in sleeves, zippers, collars, and no button holes. There will be a variety of classes for the member to choose from: simple top, simple bottom, & simple dress.
- Unit 2 -An exhibit illustrating the skills learned in STEAM Clothing 2. Exhibits may use any woven or knit fabric appropriate to the garment's design and should demonstrate sewing skills beyond STEAM Clothing 1. The exhibit should include one or more of the following techniques: set-in sleeves, zippers, collars, and button holes. There will be a variety of classes for the member to choose from: top (vest acceptable), bottom, skirt, dress (not formal), romper or jumpsuit, & two-piece outfit.
- Unit 3 - An exhibit illustrating the skills learned in STEAM Clothing 3. Exhibit should demonstrate sewing skills beyond STEAM Clothing 2 for example: rolled hems, invisible zippers, tailoring techniques, etc. Exhibitors have the choice of doing cotton, wool, silk, and specialty fabrics.

Resources

STEAM Clothing Unit 1 MJ0501

STEAM Clothing Unit 2 MJ0502

STEAM Clothing Unit 3 MJ0503

Clothing Construction Tip Sheet

Beyond the Needle MJ0504 (STEAM Clothing Activity)

Clothing Construction e-record

State Fair Exhibit Requirements