



## CREATIVE SEWING -- UNIT 5 (MJ0605)

Family Consumer  
Science Projects

The Creative Sewing (Unit 5) project gives you the opportunity to create fun sewing projects to use for gifts, special occasions or a home-based business. You can make costumes for puppets, accessories, toys, stuffed animals, book bags, sleeping bags, etc. Any project which would not be exhibited as a home environment or other wearable clothing project (i.e. garments) may be made in this unit. Creativity is the key!

### Selection

Select a project in which you have a special interest or need. You may need to do some research to find information, special fabric, or patterns. There are a multitude of potential resources which may serve as a basis for this project. Your choice will depend on your use of the finished project. Check with your local library, friends, leaders, parents or Extension agent for resource ideas.

### Construction

You will need to sew the majority of or all of the exhibited item. Learn new skills by setting more advanced goals for yourself by trying new techniques. Your project will be evaluated on quality and durability of construction based on intended use. Creative use of materials/notions is encouraged, especially if you are making a costume, accessory, puppet, or stuffed animals. Don't be afraid to try different fabrics, trims, etc., to complete the end product.

### Project Evaluation

Your project will be evaluated on the creativity used in making your exhibit item (45 percent), the quality of construction (30 percent), and your completed e-record (25 percent).

### Safety

Safety considerations are important if the project is to be used by children. Toys should not have any small, easily swallowed pieces. Halloween costumes should be flame retardant and have no limitations which would prevent a child/adult from moving freely or seeing clearly.

### Home-Based Business Potential

Many 4-H members have developed their own home-based businesses utilizing sewing skills they have learned. This may be an opportunity for you to use your creative talents to earn extra money. However, consider what your product is, who your market will be, how you would advertise, the price you would charge, delivery, etc. Additional information on starting a home-based business is available through your local library and Extension office. Obtain a copy of the "B the E" from the Colorado University Resource Center or the 4-H Mall to help you become an entrepreneur. Your decision to use your skills to start a home-based business will not have an impact on how your exhibit will be evaluated.

### Project Requirements

You are expected to:

- Construct an item/piece that represents your 4-H project experiences;
- Exhibit a completed e-record;
- Do a demonstration/show and tell;
- Judge/evaluate clothing products; and
- Do a clothing-related community service project.