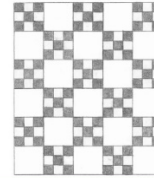
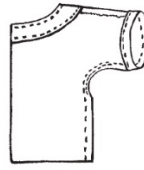




All About Discovery!
College of Agricultural, Consumer
and Environmental Sciences
Cooperative Extension Service
Extension 4-H Youth Development

Home Economics



4-H "Sew" Much Fun – Sewing I – Greentop

400.Q-1 (R-18)



Ready, set, sew...let's have fun learning to sew! Sewing is an exciting skill to learn, it's useful, and it's creative.

In this project you will:

- Choose fabrics and trims that are unique.
- Make simple clothes and accessories to wear.
- Learn how to use a sewing machine.
- Use sewing tools correctly and construct a sewing tool kit.
- Complete exciting games, greeting cards, and puzzles.
- Evaluate your sewing projects.
- You will exhibit these items at achievement day or fairs:
- Sewing tool kit.
- Simple gathered skirt.
- Quick and Easy tote bag.



Resources:

- Sewing 1 Project Book- 100.Q-1B, including two score sheets- 100.Q-1BBB and 100.Q1BBC
- Sewing Machine Operator's License- 100.Q-1BBD,
- General Project Record Sheet 300.A-7 (R-18)

To Complete This Project:

- Review the project book, score sheets and record form.
- Attend club and sewing project meetings.
- Learn the parts of the sewing machine, how to properly thread and operate the machine.
- Choose and use sewing equipment appropriately.
- Construct three or more items in the project book.
- Give a sewing demonstration at a club or project meeting.
- Model or exhibit sewn items at a fashion revue, family night, achievement day or fair.
- Complete score sheets and the Record Form.

Dickson, 2000