



Make & Show

4-H Non-Wearable Items

Objectives

The purpose of this program is to help youth:

1. Acquire life skills by participating in experiences that help develop leadership abilities, build character and assume citizenship responsibilities.
2. Build self-confidence and poise by developing:
 - a. An understanding of “self” so individuals may select and create items that fit their interests and needs.
 - b. Skills necessary to plan, select and create items for themselves, their home or others.
 - c. Knowledge of and skill in the use of a decision-making process.
3. Create an item that reflects creativity and sense of individual style.
4. Develop poise, good posture and grooming habits.
5. Share knowledge and skills learned through Clothing & Fiber Arts Contest & Revue participation with others.

Who May Enter

Any youth enrolled in Home Environment, Fiber Arts or Clothing & Textiles project who is age 8 to 12 on Sept. 1 (Preteen) and age 13 to 18 on Sept. 1 (Teen).

What the Member Does

1. Construct a non-wearable item using sewing, crocheting, knitting or other fiber arts techniques using fabric or other fiber arts materials.
2. The process, workmanship and quality of the finished project will be evaluated.
3. Bring the created item, pattern and completed fact sheet to the event. Judging will include the appearance, knowledge of the subject, construction of the item, and grooming within the abilities of the 4-H member.

Award Schedule

- **County**

County awards are determined locally.

- **State**

This category is not eligible for the 2017 State Clothing Revue since it is a pilot this year.

Preteen Teen

Placing _____

Name _____ County _____

Age as of Sept. 1 _____ Years in 4-H _____

Description of exhibit _____

Project Represented _____ Years in Project _____

4-H Make & Show Evaluation Form

	Things Done Well	Things That Could Be Improved
GENERAL APPEARANCE (25 percent) Clean, neat and well prepared		
SELECTION OF MATERIALS Appropriate to use or function		
QUALITY OF DESIGN (25 percent) Design suitable for materials used Colors and textures are compatible Design follows the principles of good design: Proportion, Balance, Emphasis, Rhythm, Unity		
QUALITY OF WORKMANSHIP (25 percent) Execution of techniques Finishing techniques		
FACT SHEET (25 percent) Photos clear and distinct Costs itemized Value of money spent Reasons for selection Reflects knowledge about item		
<i>Additional comments</i>		