CLOTHINGAND TEXTILES

Name:	Club:	Date	
Guidelines for Project Proficiency Awards			Initials
Beginning (1st	and 2nd year)		
 Demonstr 	ate the ability to stitch a straight seam.		
2. Learn to b	ackstitch.		
3. Recognize	e a woven, knit and non-woven fabric.		
4. Identify g	rain lines (cross & lengthwise) salvage, and bias of woven fabrics.		
5. Learn why	y and how to pre-shrink fabric.		<u></u>
6. Identify a	nd show proper use of sewing equipment; such as tape measure,		
shears, sea	ım gage, seam ripper, fabric markers.		
7. Identify se	ewing machine parts.		
8. Wind a bobbin and correctly thread a sewing machine.			
9. Learn to p	in baste.		
10. Learn to	use an iron and how to press a seam open.		
11. Sew on a	two or four hole button.		
12. Learn to	hem by machine - straight or blind stitch.		
13. Learn to	blind hem by hand.		
14. Learn to	stay stitch and where to use it.		
15. Learn ho	w to "stitch-in-the-ditch."		
16. Learn to	take accurate body measurements and select the proper pattern size.		
17. Identify p	pattern markings.		
18. Layout p	attern on fabric using proper grain lines.		
	least one method to transfer pattern markings to fabric.		
	method:		
20. Learn at	least one method of machine gathering.		
21. Learn ho	w to and where to clip, grade, and notch seam allowances.		
	sew on clothing fasteners such as snaps; hook & eye; hook and loop.		
	put in a single lap zipper.		
24. Recogniz	e appropriate seam finish for fabric and seam function.		
25. Learn to	launder or care for fabrics of the items made.		
26. Sew a co	mplete outfit.		
	rate the ability to select colors and/or textures that go together.		
	outfit with all accessories for a particular occasion.		-
	put in a facing with interfacing.		
	east one demonstration related to the clothing project at		
	resentation Day.		
•	te at least once in County Fashion Review (any division).		
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Revised 12/92

Leaders Signature:	Date:
Deaders Digitature.	Date.