CHECKLIST
ARTS & CRAFTS - WEARABLE ART

Required for Exhibit

_____ Fill out Indiana 4-H Craft Record sheet (#4-H 618) and turn in to club leader for his or her signature.

_____ Create fair exhibit according to the Wearable Art Guidelines

_____ Fill out the **4-H Craft Information Card (4-H 618a-W)** and bring with finished project to project check-in.

Resources available in Extension Office
www.extension.purdue.edu/elkhart

Revised 10/2023

4-H Craft Information Card

4-H Member Name _____ County _____ Grade in School_____

What is the title of your exhibit, or its purpose?

Was this exhibit completed from a purchased kit or an original design?

Describe how this exhibit was constructed/crafted. (What did you do?)

Indiana
4-H CRAFT RECORD

Check area of interest selected   List specific art or craft. _____

- ☐ Fine Arts
- ☐ Needlecraft   Division _____
- ☐ Basic Crafts

NAME_____ GRADE _____

NAME OF CLUB _____ YEAR IN CLUB WORK _____

I have reviewed this record and believe it to be correct.

Signature of Leader _____Date_____

How have you helped others to learn your selected art or craft? (Give brief description of demonstrations, news articles or other activities)

_____

_____

_____

_____

What experiences did you have in judging this project?

_____

_____

_____

_____

Where did you receive information or Instruction in this project?
 (List persons who gave instruction; reference material, etc.)

_____

_____

_____

_____

4-H ARTS AND CRAFTS RECORD

NAME OF ARTICLE _____

MATERIALS PURCHASED	WHERE	COST

Total Cost _____

When was the article started? _____ Total hours spent on article _____

When finished? _____ How is the article to be used? _____

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4-H Crafts Scorecard

Name:_____ Level:_____ Grade:_____

Exhibit Requirements	Excellent	Good	Needs to improve	Comments
Usefulness				
Originality				
Choice of material				
Suitability of design				
Structural				
Decorative				
Workmanship				
Finish				
Use of color				

Placing (circle one)

Champion   Honor   Blue   Red   White

TIPS FOR WEARABLE ARTS PROJECT

1. Always follow the directions that come with your supplies. If you don't understand the directions, get help so you won't make a mistake.

2. Prewash garments without any type of fabric softener. The softeners prevent the paint or adhesives from sticking to your garment. Press if wrinkled. Exception is any canvas article i.e. - canvas tote bag or tennis shoes. They wrinkle too badly when washed and dried. Use them as is.

3. A shirt board inserted inside of your shirt has two purposes. It keeps paints from bleeding through to back of shirt. It also gives a firm surface to transfer a pattern to the shirt. A piece of cardboard covered with wax paper also works well.

4. When using dimensional paints, shake paint down to tip. Practice on paper towel before trying on garment. Always start a small line on toweling to get air bubbles out of the bottle. If changing colors while using dimensional paints, place cap on top and place bottle on its side. This helps keep air bubbles out of the tip.

5. Allow 6-8 hours for paints to dry to the touch. Let the garment dry 36 to 48 hours for paint to cure. Remember if directions call for it; heat set the paints. This keeps colors brighter longer.

6. If you are using fusible adhesives, be careful not to get it on the iron or ironing board. It makes a sticky mess for the next project. An old iron is best. If you are to let material cool before next step, do so because the adhesive might not stick as it should.

7. If machine finishing, always practice on scrap material to adjust your zig-zag stitch or tension on your sewing machine. You want to get even stitches all around. If using a t-shirt and stitches are puckering slightly, put a piece of tissue paper on the back side. This will give more stiffness to your shirt. Tear any excess paper off from the back side. Always check the manual for your machine for any special requirements for zig-zagging.

8. There are many types of glues made for fabric applications. Some are made just to use on jewels and stones. Some are washable. Carefully check the instructions that come with your glue, so you match your glue to your applications. Always let them cure 36-48 hours before wearing and washing.

9. In caring for your **Wearable Art garment,** wash in warm water on delicate cycle. (Suggestion - use IVORY FLAKES for washing.) Cold water wash will cause the paints to crack and pull away from your garment. Some now recommend using a fabric softener. For drying, use low temperature for a few minutes and finish drying flat.

10. Suggestion - plan ahead, start early, have ready several weeks/days before fair judging. Wearable Art shouldn't be done at the last minute.

Purdue University is an equal access/equal opportunity institution.

Wearable Art

Wearable Art includes an article of clothing that can be worn that is creatively decorated OR an accessory worn or carried. See level requirements below for specific exhibit requirements.

1. Exhibit must have been completed after the previous fair.
2. Exhibits should show a great degree of difficulty each year.
3. Cross-stitching does not fit into this category. It has its own division.
4. Clothing including items such as a t-shirt, sweat shirt, jumper, skirt, pair of pants, pair of shorts, or apron.
5. An accessory includes such items as a tote bag, hat, shoes, pair of socks, or a belt. Hair accessories and jewelry may be exhibited only if part of an ensemble.
6. Examples of acceptable techniques for wearable art include:
   Tie-dye, sponge painting, colorpoint, fusible applique with paint finished or machine finished, free hand painting, fabric painting, jeweled designed (five or more colors or styles of jewels), embellishments (beads, studs, jewels, etc.)

**MAKE SURE THE TECHNIQUE SELECTED IS ONLY ON THE REQUIRED NUMBER OF SIDES OF THE ARTICLE. REVIEW THE REQUIREMENTS OF LEVEL A-D BEFORE DECORATING YOUR EXHIBIT **

You may use an original design or variation of a pattern or patterns. You may use specialty threads or embellishments. Use your imagination!

Level A (3rd - 4th Grade)
Exhibit a finished article of clothing (see list from #4 above) decorated on one side only, front or back.

Level B (5th - 6th Grade)
Exhibit a finished article of clothing (see list from #4 above) with no more than three separate decorated areas per article OR a tote bag with no more than three separate decorated areas. Example: front and back and/or sleeves.
*Kits are not encouraged.

Level C (7th - 9th Grade)
Exhibit a finished article of clothing (see list from #4 above) AND one accessory (see accessory list in #5 above). **NO KITS.**

Level D (10th - 12th Grade)
Exhibit an ensemble of three or more articles (including decorated accessories). **NO KITS.** Hair accessories and jewelry are included only if part of an ensemble. You may use an original design or variation of a pattern or patterns. You may use specialty threads or embellishments. Use your imagination!