

Frugal Fashion

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OSU EXTENSION
4-H YOUTH DEVELOPMENT

4-H Design and Construction

General Skills to be mastered in project/product in ADC, IDC and HTDC:

- **Structural Design:** Construction technique, size, form, color and texture suited to the materials and product end use.
- **Elements of Design:** The finished product illustrates the member is mastering the basic elements of design - lines, shapes or forms, textures, colors, and space.
- **Principles of Design:** The finished product illustrates an understanding and application of the principles of harmony, proportion, balance, rhythm and emphasis adding dimension, interest and/or appeal to the finished product.
- **Decorative Design:** Any lines, shapes, colors, textures, or materials applied to structural design that creates an emotional or personal quality, individuality and creative expression without disturbing initial/end purpose.

Projects being exhibited for competition are being evaluated on the 4-H members "mastery" of skill(s) and subject matter. The 4-H Fashion and Fabrics Member's & Leader's Guides provide basic information members are to learn (master) and demonstrate in their project work. Members are encouraged to seek out other valid resources which teach proper technique and knowledge in the areas of design and construction.

In 4-H members "learn by doing." We want you to develop the life skill of "Learning to Learn." Part of your project work will be looking up terms and techniques when selecting a 4-H project, as well as seeking out reliable and valid resources which teach proper technique and knowledge in the areas of design and construction. This guide is a starting point. It will outline the basics and then allow for your personal creativity and innovation.

The purpose for this project/product is for youth to demonstrate their ability to be a thrifty consumer. A thrifty consumer considers the quality of the product and the value of a dollar. As a consumer you research the product – consumer reports, recalls, etc. before purchasing. A purchase isn't such a "good deal" if it landed in a garage sale because it didn't work, live up to expectations or name. On the other hand "name" does not necessarily mean "quality."

Other factors to consider - make sure items are in good condition and/or are mended if necessary. Fabric should not be too worn, pilled or stretched out of shape. The items should be cleaned and properly pressed if needed.

Assemble a complete ensemble from items purchased at a thrift/consignment store/garage sale and/or similar source. Only clothes that are visible (does not include undergarments) and accessories are to be included in the finished ensemble. Shoes can be included but are not required. The ensemble can be for the 4-H member or someone else.

The finished product will include a written report

- Photo of the garment and accessories being modeled by the person it was purchased for.
- Beginning Budget – amount that could be spent
- Itemized price list and where each item was purchased or acquired.
- Skill Mastery – shopping, refurbish and repair skill applied to this project/product.



Project/Product Ideas

Frugal Fashion projects might include but are not limited to: purchasing a school wardrobe, purchasing dress wear, special occasion wear, vintage clothing, purchasing clothing for shelters or families in need, etc.

Youth at any age can begin becoming a good consumer and shopper. A frugal

shopper recognizes quality, price, need for repair and refurbishing, all the time keeping the end use in mind. The principle applies to all Design and Construction areas. Below is an example of a portion of a possible **Frugal Fashion Report**. Each persons report will be unique and should be built to showcase your skills as a thrifty consumer. The report can be included in the portfolio as project work.

Report – 1-2 pages, double spaced, 12 point font. Neatly/legible hand written descriptions are acceptable.

Consumer Papa Jones **Age** 75

End Use/Reason for Need Papa Jones is my adopted grandpa at the Green Haven Independent Living home. He has limited income and asked me to go shopping for him.

Budget \$20.00

Clothing/Accessory	Brand	Source	Cost	Original Retail Value
Jeans	Levi	Goodwill	\$5.00	\$40.00
Short Sleeve Polo	Sears	Salvation Army	\$3.00	\$29.00
Leather Belt	Wrangler	Donated by my Dad.		\$40.00
Sweater	JC Penny's	Garage Sale	\$3.00	\$29.00
Total			\$11.00	\$138.00

Skill Mastery – The jeans had to be washed and starched. The Polo needed a button sewn on. The leather belt and buckle needed polish.

Skill Mastery and Evaluation

4-H members should refer to the ADC Skill Mastery Sheet. The sheet is a personal tool for setting and recording goals and acquiring knowledge and skills for a certain age or level.

Project work takes time and practice just like an athlete playing a sport. It is understood that not all project work will be an exhibit for a competitive event but contributes to the member’s growth and development.

When a member chooses to exhibit the project, a Frugal Fashion Report must be completed and securely (safety pin) attached to the exhibit along with the ADC Skill Mastery Sheet.

Portfolio

4-H members are encouraged to have a portfolio for project work, ideas, resources and skill mastery sheets. See “Design and Construction Portfolio” guidelines for more information.



Frugal fashion principle applied to Interior Design and Construction

Project/Product Exhibit Description

Description found in the 2014 Fair book, subject to change annually.

	ADC
Level 4	Assemble a complete ensemble purchased at a thrift store/garage sale or similar source. Exhibit will include the garment and accessories, a picture of the garment being modeled by the person it was purchased for and the Frugal Fashion Report form.