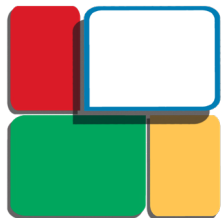




INNOVATIVE DESIGN

EDUCATION | BUILDING A VIBRANT CLUB



EDUCATION

The elements of a vibrant club meeting are designed to meet youth needs of belonging, independence, mastery and generosity.

- Welcome (10-20 min)
- Education (20-30 min)
- Recreation (20-30 min)
- Business Meeting (10-20 min)

CONCEPT

Youth will develop an innovative design concept and think through steps for creating it.

AUDIENCE

Intended for groups of ten or more youth in grades 4-12.

PRIORITY AREA

- Communication and the Arts

LIFE SKILLS

- Goal setting
- Decision making
- Planning/organizing
- Wise use of resources

BACKGROUND INFORMATION

The Iowa 4-H Clothing Event Innovative Design class challenges youth to think beyond traditional garment selection and production. This vibrant club activity helps brainstorm ideas for designing an outfit that doesn't easily fit into the clothing selection and fashion revue classes. When the activity is completed, youth will have design plans that they can independently bring to life with their choice of materials using their preferred construction method. This activity would work well split into two or more meetings.

To view the state event judging form and report form, please visit our event page at <https://www.extension.iastate.edu/4h/awardrobe-clothing-event>.

DO

Discuss with youth some possibilities for the innovative design class:

- Create an outfit using wearable technology or unconventional materials.
- Make a theatrical costume – anywhere from historically accurate to completely modern and unique.
- Choose a favorite character – or create one – and build a cosplay costume.
- Design adaptive clothing or clothing intended for specific use.
- Upcycle old garments and materials to create a new fashion statement.

4H 2713 Upcycling – Clothing <https://store.extension.iastate.edu/Product/16757>

Ask the youth what ideas they have so far. It's okay not to have a clear goal yet. Some may quickly decide on an idea to pursue, while others may need to consider options and try different things out first. Different people are creatively inspired in different ways. Here are some approaches for getting started with the design process:

- Gather inspiration from television, books, magazines, songs, or other media. The inspiration can be images, music, or the written word from various sources.
- Watch maker videos online to get information on how to build with different materials and how to refashion old garments. Use search terms such as Upcycle, Refashion, Wearable Art, Cosplay, Adaptive Clothing Design, and more.
- Look into ways to create 3-D shapes to fit a human body. Consider sewing, knitting or crochet, cutting and gluing, paper mache, or other methods.
- Read about design elements and principles [4H 313 <https://store.extension.iastate.edu/Product/262>.]



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MATERIALS

- 4H 313 Design elements and principles
- 4H 633 The color wheel
- Upcycling pub (optional)
- Costume game (optional)
- Writing and drawing materials depending on youth choice
- Internet connection and electronic devices
- Magazines, books, music (optional)
- 60-inch measuring tape

Some makers begin their design process by selecting materials they want to use. Fabric stores can be a good place to start. Thrift stores, antique stores, garage sales, hardware stores, and home improvement stores could also offer options for unconventional or one-of-a-kind materials.

Some ideas for supplies:

Garment or quilting fabric; lace; vinyl; faux fur; utility fabrics; home décor fabrics; clothing hardware such as buckles, buttons, snaps, and zippers; old clothes; wearable technology; objects from nature such as wood, leaves, flowers, or artificial natural objects; garbage bags; duct tape; cardboard; EVA foam; Styrofoam; bubble wrap.

After everyone has a chance to think through what type of outfit they want to design, ask them to do the following:

- Decide if your design is for yourself or for someone else to wear.
- Create an idea board with words and images on a bulletin board, poster board, notebook, or with a digital tool. You can include small samples or pictures of materials and a color palette if you choose. Decide which elements of inspiration you want to keep and which you want to omit from your design.
- Sketch your ideas for a possible outfit with pencil and paper or a digital drawing tool. It might help you to start with a human figure. You can find a body outline sketch online or draw your own, sometimes called a fashion croquis. There is even an app available that creates a croquis with your own body measurements. You might draw multiple sketches before deciding on the one you like best. If you prefer to write descriptions instead of drawing, that is okay, too.
- Draw or describe in words a final concept for your innovative design.
- Plan what materials you will need and how you will construct your design.

EXTRA CHALLENGE: CREATE AN OPPOSITE DESIGN

If anyone finishes their concept drawing early, they can consider turning their concept into an opposite design. Think about opposite colors [see 4H 633 Color Wheel <https://store.extension.iastate.edu/product/463>], shapes, texture, materials, or character versus alter ego, among other ideas. After trying this, do they wish to change their original design concept in any way? What do they discover?

SPACE NOTES

Tables and chairs would be helpful for working on mood boards.

VIRTUAL ADAPPTIONS

This activity could be done remotely. Optional publications can be downloaded from the Extension Store.

REFLECT

Club members share their designs with each other. Ask them to explain how they came up with their ideas. What materials do they plan to use? How did they use creative thinking to create their designs? What did they learn about design elements and principles? Do they need to learn new skills before they begin constructing? How can they learn the skills they need?

Discuss challenges encountered while planning. Take turns sharing what went well and what was more difficult. Brainstorm solutions and talk about how they could change their process for future projects.

APPLY

- Discuss how club members could use their designs to create outfits to enter in an Innovative Design runway exhibit.
- Discuss how the creative process could be used for future projects.
- Discuss ways members could learn skills to construct their designs (sewing class or how-to videos).

VIBRANT CLUBS BEST PRACTICES

Members show the design concepts they have created during the club activity and have the option of independently bringing their designs to life for a runway exhibit.

Written by Natalie Jackson, Iowa 4-H clothing and sewing AmeriCorps member, Iowa State University Extension and Outreach.

For more information on the elements of a vibrant club, please see publication 4H 4004, Building a Vibrant Club at <https://store.extension.iastate.edu/product/12893>.

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