



University of California

Agriculture and Natural Resources

4-H Youth Development Program

4-H Members Name: \_\_\_\_\_ Club: \_\_\_\_\_

### NEEDLECRAFTING - Level 1

Explorer-The explorer level is the most basic of all levels. The youth begins to explore the boundaries of the project area, touching on many skills and knowledge areas that will be expanded later.

Date Initial

- \_\_\_\_\_ Identify the basic materials used in this craft and give an example of how each is used.
- \_\_\_\_\_ Identify the equipment used to produce this craft's products.
- \_\_\_\_\_ Explain the difference between two similar pieces of equipment or materials used in your project.
- \_\_\_\_\_ Demonstrate the safe, proper technique for handling scissors or other sharp objects.
- \_\_\_\_\_ Explain two common courtesies or safety issues related to this craft.
- \_\_\_\_\_ Demonstrate how to follow basic directions, step-by-step in the correct order.
- \_\_\_\_\_ Demonstrate how to follow shapes and patterns.
- \_\_\_\_\_ Talk about and show an example of your craftsmanship product to other members.
- \_\_\_\_\_ Explain five new terms that you have learned in this project.
- \_\_\_\_\_ Complete at least two items in this project.
- \_\_\_\_\_ Investigate five different types of things you can make, select one that you can do.
- \_\_\_\_\_ Write down a list of the items needed to make one craft product.
- \_\_\_\_\_ Demonstrate how to measure for your craft.
- \_\_\_\_\_ Explain how and what you have learned in this project that can help you in the future.

Project Leader's Signature of Completion: \_\_\_\_\_ Date: \_\_\_\_\_

4-H Program Representative Approval: \_\_\_\_\_ Date: \_\_\_\_\_

COMMENTS: \_\_\_\_\_  
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## NEEDLECRAFTING - Level 2

The Producer level builds and expands on the knowledge and skills learned in level 1- Explorer.

**Date Initial**

- \_\_\_\_ Compare the cost of making an item from scratch with the cost of purchasing the item.
- \_\_\_\_ Participate in one field visit to a materials or equipment provider.
- \_\_\_\_ Describe the steps or process of what you are doing with something you are making.
- \_\_\_\_ Explain how texture affects your final product.
- \_\_\_\_ Demonstrate the basic techniques required in this craft.
- \_\_\_\_ Identify three different, specific locations where materials can be obtained.
- \_\_\_\_ Explain to others outside of the project what you have learned.
- \_\_\_\_ Display your products at least once outside of project meetings.
- \_\_\_\_ Experiment with two different techniques, materials, or methods, then tell which you prefer and why.
- \_\_\_\_ Explain the color wheel and how it works.
- \_\_\_\_ Describe a mistake you made in producing a product and what you did or could have done to correct it.
- \_\_\_\_ Show how you have altered, varied, changed, or modified two products from the original pattern or design.
- \_\_\_\_ Help someone else by sharing your knowledge or by giving away a product from your project to show positive citizenship.
- \_\_\_\_ Describe the proper method for cleaning your final product.
- \_\_\_\_ Serve as a Junior/ Teen Leader for your project.
- \_\_\_\_ Give a speech on a related topic at Presentation Day.

Project Leader's Signature of Completion: \_\_\_\_\_ Date: \_\_\_\_\_

4-H Program Representative Approval: \_\_\_\_\_ Date: \_\_\_\_\_

COMMENTS: \_\_\_\_\_  
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## NEEDLECRAFTING - Level 3

The Consumer level takes the member beyond the immediate project, out into the community, as they explore the project area in depth.

**Date Initial**

- \_\_\_ \_\_\_ Invite and introduce a guest speaker to a project meeting.
- \_\_\_ \_\_\_ Contact a local, state or national association related to your project and discover what this association has to offer.
- \_\_\_ \_\_\_ Keep a personal reference library of literature that could be helpful in your project.
- \_\_\_ \_\_\_ Take part in a demonstration or judging contest specific to your project.
- \_\_\_ \_\_\_ Report the history of one aspect (origin, equipment, material, technique, etc.) of your project.
- \_\_\_ \_\_\_ Visit a craftsman in the community and report on what you learned at a project meeting.
- \_\_\_ \_\_\_ Keep a record of costs, cash expenses, time and labor charges for each product made. At completion of the specific items compare your product value to the total expense.
- \_\_\_ \_\_\_ Describe 4 ways to save money and be economical in obtaining materials.
- \_\_\_ \_\_\_ Design a product that uses 3 different techniques and/or 3 different materials or types of equipment.
- \_\_\_ \_\_\_ Alone or with you group, plan and complete a community service activity related to your project.
- \_\_\_ \_\_\_ Serve as a Junior/Teen Leader for your project.
- \_\_\_ \_\_\_ Give a speech on a related topic at Presentation Day.

Project Leader's Signature of Completion: \_\_\_\_\_ Date: \_\_\_\_\_

4-H Program Representative Approval: \_\_\_\_\_ Date: \_\_\_\_\_

COMMENTS: \_\_\_\_\_  
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