

# Leathercraft Techniques

## Purpose:

- Use various techniques to enhance leather
- Create an article using leather
- Interact with other participants and leaders

## Activity 1: Getting Started

Supplies: Leathercraft kit that includes

- 8 Stamping tools
- Modeling tool
- Leather mallet
- Swivel knife
- Pencil, tape, punches, knives
- Stamping patterns
- Lace & needles
- Leather for practice
- Leather for article or project kit

Review names of tools with participants.

Demonstrate how tools are used. Allow participants to practice, using rounders.

Participants should get the feel of the mallet and stamping tools. They can each create a design and complete two coasters.

## Activity 2: Using your skills

Supplies: Same as Activity 1

Participants choose an article they can construct using the tools and skills learned in the first activity. They can design a pattern compatible with the article they are making, and start stamping the leather.

If the leader brings letter stamps, participants can use them to stamp their names or initials on the leather.

## Activity 3: Finish Your Work

Supplies: Same as Activity 1

Participants finish the design that they began in Activity 2. Then they construct the article.

Demonstrate lacing to the participants. Learning to skiv the lace, lace the needle, and lace without twisting or missing a step takes time.

Provide time and materials for the participants to practice lacing.

Participants complete their articles.

Share articles and highlight new skills learned and efforts made by participants.

Adapted from: YOUTH CURRICULUM SOURCEBOOK – JUNE 99 - Wisconsin Nutrition Education



3 activities for grades 5 - 8. Allow 3 sessions of 90 minutes each. Visual Arts Standards - Elements & Materials  
Colorado State University Cooperative Extension 4-H Youth Development