



## DECORATE YOUR DUDS (MJ0600)

Family Consumer  
Science Projects

The Decorate Your Duds project is for members ages 8 -18. In this project , you will learn how to express your individualism and imagination by creating “one-of-a-kind” garments.

Members will accomplish the following learning experiences:

- Experiment with a variety of textile crafts.
- Decorate a garment of your choice, such as a t-shirt, pants, jacket, blouse/shirt, etc.
- Use different ideas and tools to create or modify a design.
- Practice modeling skills.
- Share talents acquired through demonstrations and exhibits.

Exhibit Option -- you may exhibit your garment in one of the three classes based on the method used to create the design:

- Applied -- Decorations are attached by gluing, fusing or painting. Examples: jewels, puff paints, applique', tie-dyed.
- Stitched -- Decorations may be hand or machine stitched. Examples: applique' with satin stitch, embroidery, quilting, beading, knitting or crochet (by self or others).
- Combination -- Decorations include a significant amount (minimum of 30 percent each) from two categories. Example: stitched and applied.

Decorate Your Duds Project Requirements per unit (be sure to check current State Fair Exhibit Requirements for additional requirements):

You are expected to:

- Decorate (embellish) one to three coordinated garments that illustrate what you learned.
- Exhibit a completed Artistic Clothing e-record.
- Do a demonstration/show and tell.
- Judge/evaluate clothing products.
- Do a clothing-related community service.

### Resources

Decorate Your Duds Manual MJ0600

Artistic Clothing Tip Sheet

Artistic Clothing e-record

State Fair Exhibit Requirements

Artistic Clothing Score Sheets -- Decorate Your Duds