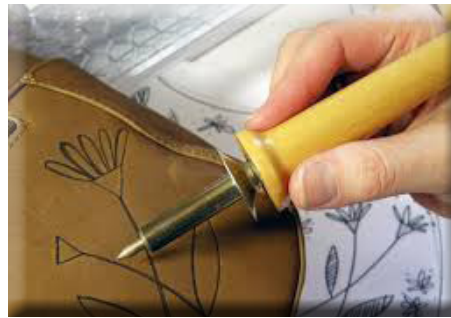


LEATHERCRAFT

General/Natural
Resources Projects



Resources

- MG2001C Leathercraft Manual Unit 1-2 Jr./Int./Sr.
- MG2003C Leathercraft Manual Units 3-7 Jr./Int./Sr.
- MG2008C Leathercraft Manual Units 8-10 Jr./Int./Sr.
- Leathercraft Tip Sheet
- Leathercraft e-record
- Leathercraft Score Sheets
- State Fair Exhibit Requirements

Do you like to make designs? Do you like to work with your hands? Then leathercraft is the project for you. You will learn how to use different tools to make different designs.

Leathercraft Units 1-2 Jr./Int./Sr.	Leathercraft Units 3-7 Jr./Int./Sr.	Leathercraft Units 8-10 Jr./Int./Sr.
<p>This unit is designed for members ages 8-10 years old.</p> <p>Members will accomplish the following learning experiences:</p> <p>Unit 1</p> <ul style="list-style-type: none"> • The history, sources, structures, tanning techniques, and definitions related to leather and leathercraft. • How to prepare leather for stamping • How to create a stamping design • How to use stamping tools • How to do basic methods of lacing and stitching using pre-punched kits or self-cut and punched leather • How to do basic leather finishing <p>Unit 2</p> <ul style="list-style-type: none"> • Practice using basic leather carving tools • Select and carve two or more leather articles • Keep accurate records of costs and skills gained. 	<p>This unit is designed for members ages 8-10 years old.</p> <p>Members will accomplish the following learning experiences:</p> <p>Unit 3</p> <ul style="list-style-type: none"> • Practice skills learned in previous units • Learn one or more new skills <p>Unit 4</p> <ul style="list-style-type: none"> • Learn more advanced leather techniques which may include embossing and filigree work (conventional stylized designs must be embossed or filigreed) • Figure carve on articles other than pictures <p>Unit 5</p> <ul style="list-style-type: none"> • Learn more about solid and other forms of dyeing and shading on an advanced carved project <p>Unit 6</p> <ul style="list-style-type: none"> • Figure carve a portrait or scene on leather <p>Unit 7</p> <ul style="list-style-type: none"> • Make or rebuild a saddle 	<p>This unit is designed for members ages 8-10 years old.</p> <p>Members will accomplish the following learning experiences:</p> <p>Unit 8</p> <ul style="list-style-type: none"> • Practice skills learned in previous units • Develop a pattern using stamping tools • Tool one or more articles using geometric stamping <p>Unit 9</p> <ul style="list-style-type: none"> • Manipulate leather by lacing, braiding, expanding, sculpting or other techniques which do not include carving, tooling, or sewing • Make one or more articles using a non-tooled and non-sewn technique <p>Unit 10</p> <ul style="list-style-type: none"> • Practice skills required for leather construction • Make one or more garments or articles