

# Creative Consumers of Fashion Activity Information Sheet

## Purpose:

The Creative Consumers of Fashion Activity is designed as a fun learning experience for youth to showcase their clothing and textile knowledge and their creative consumer skills. This activity is an opportunity for Intermediate and Senior 4-H'ers enrolled in clothing projects to select an outfit, model it for a judge, and then articulate the consumer decisions made in the selection. The activity highlights consumer knowledge, making clothing choices, and communication of self through clothing.

## Life skills addressed in this activity:

- Wise Use of Resources
- Decision Making
- Communication
- Self-esteem Building
- Critical Thinking

## Activity will be judged on:

- Written Data Sheet
- Interview with the judge
- Presentation

## Objectives:

- Build self-confidence by successfully putting together an outfit that enhances body type, expresses personality and individuality, is appropriate for lifestyle, and successfully expresses current fashion styling.
- Demonstrate skills in outfit presentation—selection of the pieces (garments, accessories, etc.), posture, grooming, and showmanship.
- Demonstrate decision-making skills by putting together garments and accessories that reflect personal style, taste, and financial commitment, and articulate how those decisions were made.
- Demonstrate the understanding and use of different ways of acquiring clothing.

- Demonstrate the ability to be a good consumer in the use of clothing dollars.
- Demonstrate knowledge of clothing care.

## Supportive Extension Resources:

EM4899, *Clothes That Click, Leader's Guide for Grades 6-12*

- Lesson 2: Communication of Self
- Lesson 4 : Choices
- Lesson 5: Consumerism
- Lesson 6: Care

EM4339, *Fashion Modeling Your 4-H Garment*

EM4224, *Suggestions for Writing 4-H Style Revue Commentary*

PNW0197, *Measuring Up: Quality Standards in Sewn Items*

The following items are available through your WSU Extension County Office or online through the Washington State 4-H Website:

C1077E, *Creative Consumers of Fashion Activity Information Sheet*

C1080, *Creative Consumers of Fashion Activity Score Card*

C1079, *Creative Consumers of Fashion Activity Data Sheet*

C1078E, *Creative consumers of Fashion Information for Judges*

## Guidelines:

1. The Creative Consumers of Fashion Activity is open to all Intermediate and Senior 4-H members enrolled in clothing projects who have qualified at their county Creative Consumers of Fashion Activity.
2. The Creative Consumers of Fashion Activity garments can be purchased, remodeled, or be part of an existing wardrobe. The purpose is to put together a total outfit, accessories, etc. The

outfit should be one that fits lifestyle, style, and needs. The pieces may be purchased anywhere—a boutique, department store, thrift store, consignment store, etc.

3. Exhibitors may enter one outfit. Each participant needs to complete, *Creative Consumers of Fashion Activity Data Sheet* (C1079), and mail it to the 4-H State Fair Office by the dates listed in the current State 4-H Fair Premium Book.
4. The Creative Consumers of Fashion Activity includes two different parts: the judging component and the public stage show. Face-to-face judging will be in the 4-H Building on stage before the public. The public show is in the afternoon, on the Fashion Revue runway/stage in the 4-H Building. The commentary from *Creative Consumers of Fashion Activity Data Sheet* (C1079) will be used at the public show.
5. The judging score card for the activity will consist of four categories: Suitability to Occasion(s) (20%), Consumer Decisions (40%), Visual Effectiveness (20%), and The Individual (20%). Judging will include an interview and modeling the outfit. Participants need to be able to discuss why they chose the garments, accessories, etc.; where they found all the pieces; how and why they put everything together; how it fits into their wardrobe; how much they spent; and how the costs relate to their consumer decisions. The garment will be judged on the participant for fit, style, color, and overall appearance. The participant will also be judged on modeling and stage presence, as well as having the Data Sheet written legibly, and to the fair office on time.

Refer to C1080, *Creative Consumers of Fashion Activity Scorecard*, and #C1078E, *Creative Consumers of Fashion Information for Judges*, for more specifics.

6. Mannequin modeling for the public show will be the final opportunity for the judges to evaluate the presentation of the garment.

#### What is Mannequin Modeling?

Models usually enter from one side of the stage and exit on the other. To vary this, 4-H models may enter the stage in groups of three. The announcer reads the first model's name; he/she walks to a pre-determined place on the stage and "freezes" with a mannequin pose. The second model's name is called and he/she goes to a different place on the stage and strikes a different pose. This process is repeated with the third model. Once onstage, each 4-H'er models while the other two models remain "frozen." After modeling, each person strikes a pose that is different from the first pose. After the third 4-H'er finishes modeling and strikes a second pose, the first model exits, followed shortly by the other two.

Variations may be made to this process and will depend upon time and numbers of participants, as well as choices made by each group of models. Instructions and modeling practice will be part of the activity.

7. For specific details about time, place, date, etc. refer to the current State 4-H Fair Premium Book and the "Exhibitor Letter for Fashion Revue and Creative Consumers of Fashion Activities."