

Design and Construction Portfolio

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OSU EXTENSION
4-H YOUTH DEVELOPMENT

4-H Design and Construction

General Skills to be mastered in project/product in ADC, IDC and HTDC:

- **Structural Design:** Construction technique, size, form, color and texture suited to the materials and product end use.
- **Elements of Design:** The finished product illustrates the member is mastering the basic elements of design - lines, shapes or forms, textures, colors, and space.
- **Principles of Design:** The finished product illustrates an understanding and application of the principles of harmony, proportion, balance, rhythm and emphasis adding dimension, interest and/or appeal to the finished product.
- **Decorative Design:** Any lines, shapes, colors, textures, or materials applied to structural design that creates an emotional or personal quality, individuality and creative expression without disturbing initial/end purpose.

Projects being exhibited for competition are being evaluated on the 4-H members "mastery" of skill(s) and subject matter. The 4-H Fashion and Fabrics Member's & Leader's Guides provide basic information members are to learn (master) and demonstrate in their project work. Members are encouraged to seek out other valid resources which teach proper technique and knowledge in the areas of design and construction.

In 4-H members "learn by doing." We want you to develop the life skill of "Learning to Learn." Part of your project work will be looking up terms and techniques when selecting a 4-H project, as well as seeking out reliable and valid resources which teach proper technique and knowledge in the areas of design and construction. This guide is a starting point. It will outline the basics and then allow for your personal creativity and innovation.

A portfolio is an accumulation of documents, photos, and reflections that summarizes the apparel design, interior design and/or hobbies and textile design work done during your 4-H career, as well as being a valuable source for ideas for future project work and resources. *Each year, the member may add to the portfolio.*

The following guidelines are applicable for all three Design and Construction areas. There will be a separate Portfolio for each design areas – ADC, IDC and HTDC.

A portfolio will have a minimum of three sections and be organized using the following guidelines. Each year/level the portfolio will show an increase in complexity and skill. The portfolio will be a great tool to show an employer or a teacher which visually communicates your accomplishments.



- All material should be presented in a 3-ring binder
- Section tabs will be labeled and used to organize the Portfolio
- Pages will be dated in the bottom margin with the year – i.e. 2014
- Pages can be placed inside a clear sheet protector
- The portfolio is not a scrapbook. Scrapbook techniques will be useful in page layout and design, but the emphasis should be on the content.
- A portfolio should not include "copying" things off the Internet or out of a book/magazine/fact sheet. Doing so without giving credit is called plagiarism. Exception – see instructions for section 3.
- Work reported in Levels 1 and 2 must be drawn/constructed by the member. No digital media or electronic design programs may be used for youth 9-12 years old. Youth in Levels 3 and 4 may begin to explore and use design programs and digital media or continue to illustrate by hand.

Section 1– Project/Products

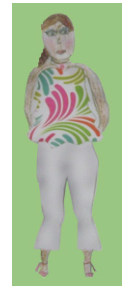
Project/Product exhibits are only a spring board and should not limit the individual’s exploration and application of project work.

4-H members should use the appropriate Skill Mastery Sheet to guide design and construction projects. The skill sheet is a comprehensive list of skills and knowledge members should be developing through 4-H project work. Use the sheet as a means for determining “Progress toward Self-Determined Goals,” as well as setting and recording goals.

Section 1 is for collectively recording all project work, not just items constructed for competition. Each project will be separated with a title page or tabbed page. The project will include appropriate descriptions/narrations, skill mastery sheet and possibly sketches, photos/selfies at work, swatches, care instructions, receipts, budget sheets, samples, floor plans, etc. to demonstrate knowledge and skill mastery. The number of pages and content will vary by project because each is unique and will be showcased differently.

Items that may be included in section 1:

- Individual projects - showcase what you did and learned including, but not limited to “exhibits.”
- Including any report, multimedia presentation, design project (special need, cultural, history, redesign, etc.), career exploration, experiment, restoration, consumer education, storyboard, service learning project, workshop taught, etc. done as part of your project work.
- Skill Mastery Sheet(s)



Example of an apparel portfolio component



Example of an interior portfolio component

Beading

When looking up the definition of beading in the dictionary, it is defined as “material made of or adorned with beads.” The idea of something being adorned captures my attention, because it literally means to add beauty to something. In life, people are often their own worst critic. Apparel is often a way people can escape their worries and express who they truly are. Some people take great advantage of this creative outlet with the risk of being criticized even more, but it is a beautiful thing when people stop caring what others think about them and let their true colors shine. Beading transforms simple clothing into unique treasures by adding the ornamentation of beautiful beads. It is designed in such a way that it adds a bit of elegance and modernness to the one wearing the functional piece of art. Some beads are perceived as a symbol of wealth and power, others are seen as iconic and timeless. From Ancient Egypt to the red carpet, beading and surface ornamentation is very valued and stunning.



An example of an apparel project, where the 4-H member is learning about the use of beading in design.

Go to page 5 for more ideas.

Project description, narration or captions

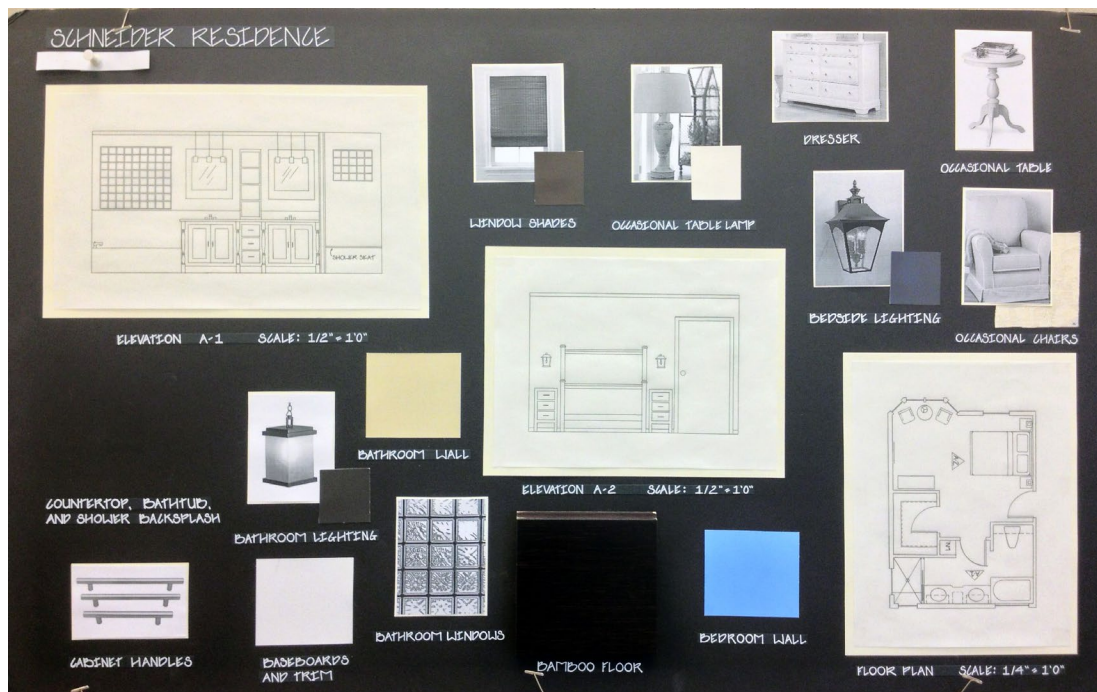
Word processed/typed or neat/legible hand-written descriptions are acceptable. Report pages can be color, black and white, or a combination and 1-2 pages (more if necessary), double spaced and 12 point font. It may include steps used to complete a project, description of intended consumer, reflection statement of what you learned or how you might apply that knowledge to future work. Consider “journaling” to record progress, thoughts, etc. for writing reports. Report/descriptions/skill mastery sheets will be added as new projects/products are completed.

Section 2— Sample Technique Pages

Section 2 will contain sample pages constructed to learn a new technique or in applying new knowledge. A 4-H member may use pages previously constructed for the “Sample Notebook” or create a self-determined technique page. Example – In learning about the “elements of design,” my page might be dedicated to learning about “texture” and its application in Interior Design and Construction.

Section 3— Creative Inspirations and Ideas

This section is yours to create – it could be valuable resources and sources of information for future projects. The idea may be a sketch, picture, clipping from a magazine, instructions, on-line resources, etc. Make notes as to why this creative inspiration/idea was placed in the portfolio and when or how you plan to use it.



Example of an interior portfolio component

Project/Product Exhibit Description

Description found in the 2014 Fair book, subject to change annually. You are encouraged to include reports/projects for each of the following in section 1 of the portfolio.

	Apparel Design	Interior Design	Hobbies and Textile Design
Level 1	Apparel Design Portfolio: 2-4 pages to include pictures of things made, inspirations of things to make, design ideas, sketches, sample notebook pages, any other similar item not stated.	Interior Design Project Portfolio 2-4 pages to include pictures of things made, inspirations of things to make, design ideas, sketches, and/or sample notebook pages.	

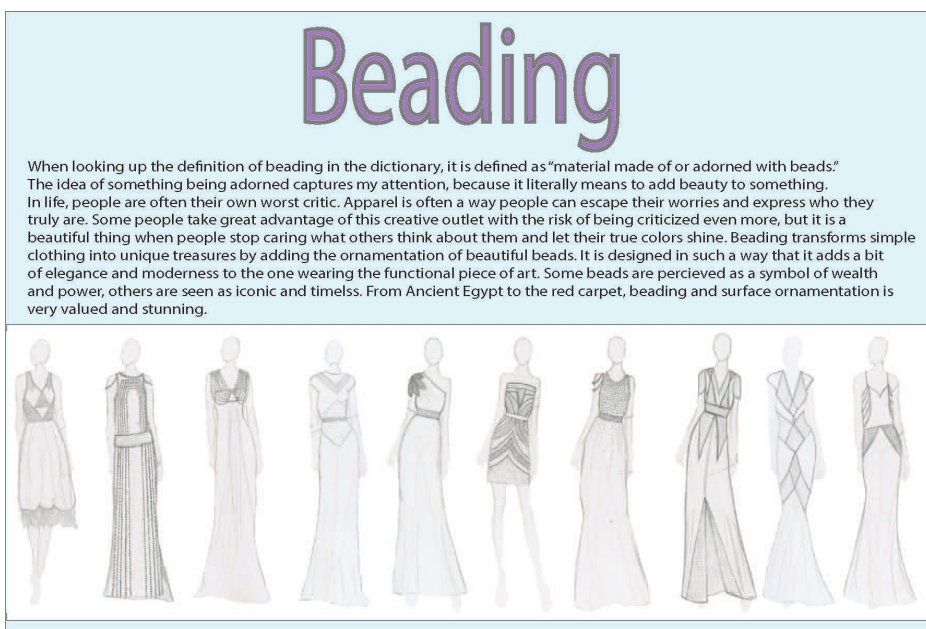
Level 2	<p>Apparel Design Project Portfolio: 4-8 pages to include pictures of things made, inspirations of things to make, design ideas, sketches, sample notebook pages, any other similar item not stated.</p>	<p>Interior Design Project Portfolio 4-8 pages to include pictures of things made, inspirations of things to make, design ideas, sketches, sample notebook pages, any other similar item not stated)</p>	<p>Textile Design Portfolio – 2-4 pages to include pictures of things made, inspirations of things to make, design ideas, sketches and/or sample notebook pages, any other similar item not stated</p>
Level 3	<p>Redesigned Original Apparel with before and after pictures and a written description of the design and construction process the member chose and why.</p>	<p>Interior Design Project Portfolio 8-12 pages to include pictures of things made, inspirations of things to make, design ideas, sketches, and/or sample notebook pages.</p> <p>Special “Needs” Accessory – <i>“Special Needs” being the individual requirements of a person with a mental, emotional, physical disability or disease.</i> A functional item with a description of who it was made for, why the need, any special adaptations per the individuals request and any other pertinent information supporting the finished product.</p> <p>Interior Design Creative Component – “Science”: Illustrates a science experiment related to interior design. Might include the comparison of energy use/options for the home, lighting, water efficient processes or products, sun or landscaping to heat or cool homes, any other similar item not stated. Exhibit will consist of a multimedia presentation or notebook which narrates and illustrates (pictures) of the members science experiment using a recognized model of scientific discovery.</p>	<p>Textile Design Creative Component –“Leadership”: Develop and present a lesson to teach an Apparel, Interior or Hobbies Design and Construction workshop. Exhibit will consist of a multimedia presentation or notebook that includes documentation of workshop - lesson plan, handouts, photo’s, program, digital presentation, etc.</p>
Level 4	<p>Fashion Accessory or Garment designed for Special Needs. <i>“Special Needs” being the individual requirements of a person with a mental, emotional, physical disability or disease.</i> Include a description of whom it was made for, why the need, any special adaptations per the individuals request and any other pertinent information supporting the finished product.</p> <p>Costume human or non-human - Dance, theatrical, holiday, period or reenactment design <i>with historical or cultural significance.</i> Exhibit must include a description of how the design was inspired or derived, where and when it is being used and any other pertinent information supporting the finished product.</p>	<p>Interior Design Project Portfolio 12 or more pages to include pictures of things made, inspirations of things to make, design ideas, sketches, and/or sample notebook pages.</p> <p>Interior Design Creative Component – “Science”: Illustrates a science experiment related to interior design. Might include the comparison of comparison of energy use/options for the home, water efficient processes or products, sun or landscaping to heat or cool homes, furniture/cabinet design, any other similar item not stated. Exhibit will consist of a multimedia presentation or notebook which narrates and illustrates (pictures) of the members science experiment using a recognized model of scientific discovery.</p>	<p>Hand Pieced and/or Appliquéd Item using a design with historical or cultural significance. Exhibit should include a description of the culture/history of the design. Exhibit must include a description of how the design was inspired or derived; where and when it is being used and any other pertinent information supporting the finished product.</p> <p>Machine Pieced and/or Appliquéd Item using a design with historical or cultural significance. Exhibit should include a description of the culture/history of the design. Exhibit must include a description of how the design was inspired or derived, where and when it is being used, and any other pertinent information supporting the finished product.</p>

<p>Apparel Design Creative Component – “Frugal Fashion”: Assemble a complete ensemble acquired at a thrift store/garage sale/similar source. Exhibit will include the garment and accessories, a picture of the garment being modeled by the person it was purchased for and an itemized price list for the complete “look.”</p>	<p>Interior Design Creative Component – “Citizenship: Develop and implement a <i>service-learning project</i> which meets an identified need in the community or for an individual. Must be related to Interior Design and Construction. Exhibit will consist of a multimedia presentation or notebook which narrates and illustrates (pictures) of the members experience in each phase of the service learning model.</p>	<p>Textile Design Creative Components –“Career”: Explore a career by identifying education needed, plan of study, pre-workforce preparation, education cost analysis, salaries, any other similar item not stated Exhibit will consist of a multimedia presentation or notebook including but not limited to the items stated.</p>
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The following four pictures are examples taken from one project. These would all be appropriate to include in a portfolio. (1) Storyboard, (2) inspiration and idea sketches in pencil, (3) color fashion drawings and (4) design detail.



Storyboard



Inspirations and ideas in pencil sketches



Color
fashion
drawings



Design
detail