



Creative Arts

UNIT I

Leathercraft



Project Overview

4-H Leathercraft Basics is the first book in a series designed to teach 4-H members about Leather-craftsmanship. Unit I is for beginners. Members need little or no previous knowledge of Leathercraft to complete this unit. Members will learn to tool and lace simple projects, but will not carve or use dyes.

Key Learning Topics

- The history, techniques, and definitions related to leather.
- Basic definitions and uses of stamping tools.
- Preparation techniques for leather tooling.
- The basics of cutting out projects.
- How to stamp creative designs.
- Basic lacing techniques
- Basic leather finishing

Expanding the Project

- Share information through talks, demonstrations and displays.
- Give a Leathercraft demonstration at your club meeting or for other groups or organizations
- Consider participating in county, district, and state level contests, under the "General Presentation" category and speaking on the subject of Leathercraft

Resources

- Leathercraft Basics Unit I
- General Project Record Sheet 300.A-7 (R-18)

Exhibit Guidelines

- 1.Coaster
 - a.A coaster large enough for a glass. Sample original design and finishing.
- 2.Dog collar
 - a.Pre assembled collar with original stamped design and leather finishing.
- 3.Coin purse
 - a.Coin purse kit with pre punched holes and hardware
 - b.Stamp original design, finish and lace.
- 4.Knife sheath
 - a. Purchased kit with pre punched holes and hardware with stamped design, finish and lace.
- 5.Other stamped item
 - a.Any purchased kit or self cut item containing original design, stamping and finish.
- 6.Practice board
 - a.12"x18"x1/8" or 1/4" piece of pegboard
 - b.Top row- early pieces showing stamping (1), finishing(1) and lacing (1). Label with date and skill.
 - c.Include a whipstitch and a running stitch example.
 - d.Bottom row-later pieces showing stamping (1), finishing(1) and lacing (1). Label with date, skill, and what was improved.



Targeting Life Skills:

- Resiliency
- Marketable Skills
- Self Motivation
- Stress Management
- Decision Making
- Problem Solving

