



# 4-H PLUS

# Crafts & Fine Arts

Project Learner User Sheet

A quick guide to starting your 4-H project

## What can I do in the 4-H Crafts and Fine Arts Project?

- Think about your experiences and turn them into art.
- Develop new skills in drawing, painting, sculpting, printing and more.
- Learn the difference between a 4-H art project and a craft project.
- Visit art galleries, art shops, or an artist's studio.
- Sign up for art workshops or help start a 4-H Art Club with other 4-H'ers.
- Start collecting your materials and tools.

## Is it Art or Craft?

To be original, **art** must show proof that you used your memory and imagination. Original art develops from your own idea. Original means that only you can claim it. You thought of it and figured out how to make it so that no one else has ever seen that piece of art before. It shows your ability to use your own choice of texture, color, line, and shape. Original art comes from your own experience.

A **craft** in the 4-H arts program is reserved for items that begin from someone else's idea which can easily be duplicated. Even if you change or add something to it, it still did not start from your idea-so it is called a craft. It is made by following exact directions, allowing anyone to make one like it. A craft usually repeats the same steps over and over in the same way, helping the maker to develop skills of craftsmanship.

### Craft Standards:

- Follow directions from an existing description.
- Correct all mistakes as you go.
- Control all mechanical skills such as cutting, forming, polishing, etc.
- Strive for functional and flawless craftsmanship.
- Use quality materials.

### Art Standards:

- Create a project from your own ideas and experience.
- Use appropriate design elements of shape, line, texture, space and color.
- Use appropriate art principles of balance, rhythm, proportion and unity.
- Use quality materials.

## Planning

- To begin, decide how you like to create things - building, drawing, working with messy materials or clean materials, using tools like hammers, pliers, and saws, or using scissors, glue, and paper.
- Next, think of your favorite things to do. These things become starting points for your original designs. If you like snowmobiles, you know what one looks like so it's easier to use one in your project. If you like to clown, think how exciting it would be to create the neatest clown anyone has ever seen.
- Find a box for collecting lots of things. It becomes your inspiration box. Collect pictures, objects, pieces of something, whatever. The more you have, the more ideas you'll get.
- Experiment. Discover. Never be satisfied with a quick plan.

## Popular Dimensions and Exhibit Areas of the 4-H Craft and Fine Arts Project

**ARTS**  
**Print Process:** Block; Silk screen; Intaglio; Monotype  
**Sculpture:** Clay Pottery; Paper and paper-mache; Wood; Soap; Wax; Junk (various objects); Metal welding  
**Painting:** Oils; Acrylic; Watercolor; Enamels  
**Drawing:** Pencil; Ink; Charcoal; Pastels; Crayon; Oil-crayon

## CRAFTS

**Kits:** Pony beads; Copper foil over molds; Suncatchers from patterns; Pom-pom critters; etc.  
**Painting:** Paint by number; Stencils on wood; Rosemaling  
**Sculpture:** Objects from patterns; Craft sticks; Ceramics from greenware  
**Other Crafts:** Basketry; Leather tooling; Flower arranging; Wreath assembly

## Resources

*Crafts and Fine Arts Leaders Guide*, Minnesota 4-H  
*A Palette of Fun with Arts and Crafts*, 4HCCS #07597  
[www.kidsdomain.com](http://www.kidsdomain.com)  
[www.familyfun.com](http://www.familyfun.com)  
[www.craftbin.com/kidscrafts.htm](http://www.craftbin.com/kidscrafts.htm)  
[www.origami.vancouver.bc.ca/](http://www.origami.vancouver.bc.ca/)



CURRICULUM TASK FORCE

Center for 4-H Youth Development

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Extension

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S E R V I C E

**What do you do now? Look for ideas below.**

Write your own ideas for preparing, doing, and sharing in the open areas.

# Preparing

**ART OR CRAFT**  
Collect interesting objects, odds/ends, pieces of stuff, pictures etc. for inspiration.

**ART OR CRAFT**  
Set up a work space somewhere in your home where you can create with your projects.

**CRAFT**  
Learn about crafts handed down through your culture or folkways.

Start now filling out your 4-H record and planning calendar.

**ART OR CRAFT**  
Collect your own supplies and store in labeled containers.

**ART OR CRAFT**  
Photograph trial pieces before you toss them away so you can see your progress.

**ART OR CRAFT**  
Read about techniques on painting, block printing, carving, etc. in art magazines or books from the library.

**ART OR CRAFT**  
Learn the difference between an art and a craft as defined and used by the 4-H program.

**ART OR CRAFT**  
Visit craft shows and art museums and galleries.

**ART OR CRAFT**  
Experiment with techniques.

**ART**  
Ideas for Painting: Use a good watercolor paper and lots of water with watercolor paint. When dry add details with India ink or marker pens.

# Doing

**ART**  
Ideas for Sculpture: Take broken pieces or odds/ends, glue together with hot glue gun. Paint with acrylic paint.

# Sharing

**CRAFT**  
Practice weaving baskets. Give some away for gifts.

**ART**  
Try drawing a cartoon for the communications event. Use your art to share your ideas.

**ART OR CRAFT**  
Exhibit at county fair, or enter your art in art shows and crafts in craft shows.

**ART OR CRAFT**  
Make something special to be used in your skit for Share the Fun.

**ART OR CRAFT**  
Give a demonstration on a new technique that you have learned.