



[www.4-hontario.ca](http://www.4-hontario.ca)

## 4-H ONTARIO PROJECT



## Quilting Handbook



## **The 4-H Pledge**

I pledge my Head to clearer thinking,  
my Heart to greater loyalty,  
my Hands to larger service,  
my Health to better living,  
for my club, my community and my country.

## **The 4-H Motto**

Learn To Do By Doing

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## **Project Resource Information:**

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4-H Ontario grants permission to 4-H Volunteers to photocopy this 4-H project resource for use in their local 4-H program.

All information presented in this Project Resource was accurate at the time of printing.

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# INTRODUCTION

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## Welcome to the '4-H Quilting' Handbook

Quilting can be done by anyone either individually or as a group. Historically, quilting was a community event. Quilting bees, or day-long quilting events, were regularly held and involved all of the members of a town or village. Quilters shared patterns, techniques and passed along valuable quilting skills and knowledge. While quilting bees might not happen as often today, the sharing of skills and knowledge still continues as people learn this time-honoured tradition and create many beautiful and practical items.

### Objectives

1. To learn how to create a variety of quilted items.
2. To learn terminology associated with quilting.
3. To further develop a creative sense.
4. To develop better hand dexterity and fine motor skills.
5. To gain an appreciation for the craft of quilting and why it is important to learn this traditional craft.
6. To receive a better understanding of judging, parliamentary and communication skills.

## How to Use This Handbook

The 4-H Quilting project is made up of four parts:

### 1. The Reference Book

The reference book, developed by 4-H Saskatchewan, contains project objectives and information.

### 2. The Activity Guide

The activity book, developed by 4-H Saskatchewan, contains various activities to accompany the information provided in the reference book.

### 3. The Handbook

The handbook is made to complement the 4-H Quilting Reference Book and Activity Guide developed by 4-H Saskatchewan. The handbook works alongside the information provided in the Reference Book and Activity Guides, providing suggestions for each of the six meetings.

- Meeting 1 – The History of Quilting (Unit 1)
- Meeting 2 – Quilting Basics (Unit 2)
- Meeting 3 – How to Quilt – Getting Ready (Unit 3)
- Meeting 4 – How to Quilt – Let's Quilt! (Unit 3)
- Meeting 5 – Quilting and Your Community (Unit 4)
- Meeting 6 – Quilting Projects (Unit 5)

Each meeting has suggested roll calls, learning objectives and a sample meeting agenda. As well, extra activities are included at the end of the Handbook.

**Sample Meeting Agendas:** are at the beginning of each meeting. The agendas give suggestions for topic information, activities and judging and/or communications activities along with suggested times for each section. These are only suggestions – you will know your group best and will know the skill and attention level of your members. There is more topic information and activities than what can be completed in a two hour meeting. Be creative!

#### 4. The Record Book

This booklet is designed to make it easier for members to record information throughout the club. Members are to record their expectations and goals for the project in addition to contact information, a record of club activities, information about the project and themselves, their evaluation and summary of the project as well as any media coverage their club has had. Print or photocopy pages from the Reference Book, the Activity Guide and the Handbook that you think will benefit the members either as a resource or an activity.

The Record Book should be given to each member at the beginning of the first meeting. Ask members to keep it in a binder or duotang so they can add to it easily.

Go through the Record Book with the members and explain the pages. Encourage them to use their Record Books at every meeting and record as much information as possible. As an added incentive, a prize could be given at the end of the project for the best Record Book.

### Planning a Meeting

Plan your meetings well. Review all the information well in advance so you are prepared and ready!

#### ***Before Each Meeting:***

- Read the topic information and activities and photocopy any relevant resources for the members' Record Books.
- Be familiar with the topic information for each meeting. Think of imaginative ways to present the information to the members. This is a very 'hands-on' project. Review available resources, plan the meetings and choose activities and themes that complement the ages and interests of your members. This handbook contains extra activities that can be used to provide members with judging and communication activities.
- Gather any equipment and/or resources that will be needed to complete the meeting.
- Each 4-H project must be held over a period of at least 4 separate meetings (most projects are generally 6 meetings), totaling a minimum of 12 hours. Typically, 4-H meetings are approximately 120 minutes (2 hours) in length. Before each meeting, create a timeline to ensure that you are providing an adequate amount of instructional time for club completion.

Included on the following page is a Leader's Planning Chart to help with the planning of meetings. In addition to the chart, keep track of what went well and what should be changed next time. That way, each time this project is run, the content of the meetings can be different!

When planning each meeting, a typical 4-H meeting agenda should include the following:

- Welcome & Call to Order
- 4-H Pledge
- Roll Call
- Parliamentary Procedure:
  - Secretary's Report
  - Treasurer's Report (if any)
  - Press Report
  - New Business: local and provincial 4-H activities/opportunities, upcoming club activities
- Meeting content and activities
- Clean-up
- Social Recreation and/or refreshments
- Adjournment

### ***Judging and Communications:***

Each meeting must include either a judging or public speaking activity.

- Judging gives the members an opportunity to use judging techniques as part of the learning process. Through judging, members learn to evaluate, make decisions and communicate with others. They also develop critical thinking skills, confidence and self-esteem. Examples are given in this handbook but use your imagination! As long as members are setting criteria and critically thinking about where items fit within that set of criteria, they are learning the basic skills of judging! *Avoid using the items that members' create during the course of this project as items for judging.* It is better to use objects such as scissors, running shoes, craft supplies or other items found in the room rather than comparing and judging items that members have made, especially if there are members in the club that are shy and not very confident.
- Communications activities have been provided in this handbook but can be included in the Roll Call or social recreation time. These activities do not need to involve the topic of Quilting as the outcome is more about understanding the concepts of effective communication.

**Leader Planning Guide:**

Meeting #	Date/Place/ Time	Topics Covered	Activities	Materials Needed

***As a club volunteer your responsibilities are to:***

- Complete the volunteer screening process and attend a volunteer training session.
- Notify the local association of the club, arrange a meeting schedule and participate in club meetings, activities and the Achievement Program.
- Review the project material in the Handbook, Reference Book, Activity Guide and Record Book to familiarize yourself with the information and adapt it to fit your group. Be well organized and teach the material based on your group's age, interest and experience level.
- Organize the club so members gain parliamentary procedure, judging and communication skills.
- Have membership lists completed and submitted along with fee collected (if applicable) by the end of the second meeting.
- Have members fill out a Participant Agreement form and identify any health concerns. Ensure that all members, leaders and parent helpers know the appropriate actions during any emergency. Check with members for any food allergies or dietary restrictions and plan snacks accordingly.

***As a club member your responsibilities are to:***

- Participate in at least 2/3 of his/her own club meeting time. Clubs must have a minimum of 12 hours of meeting time.
- Complete the project requirements to the satisfaction of the club leaders.
- Take part in the project Achievement Program.
- Fill in and complete the Record Book.
- Complete any other projects as required by the club leaders.



### ***Achievement Program Ideas/Suggestions***

- Display the completed items made in the project at a local event to showcase the 4-H Quilting Project.
- Check out the competition categories at a local Agricultural Fair and see if there are any categories for any of the items made in this project.
- Create items from the Activity Guide and sell them at a community event to either raise money for your 4-H club or for charity.
- Create items and use them as gifts for those living in nursing homes, shut-ins or for those in the hospital.

### ***Special Projects***

These projects are done outside of meeting time and are for members interested in doing more – often senior members. It's up to you as the leader to decide if you will require members to complete a Special Project for club completion. Some ideas include:

- Interview someone who has been a quilter for years. Find out things like what got them started at quilting, why do they continue quilting after all these years, what is their favourite quilting item to make, etc. Write a report for the local newspaper or for a 4-H newsletter.
- Create a display showing the steps of creating a quilt.
- Create a cost comparison chart of a quilted item made by you and what that item might cost to purchase already made. Keep track of how many hours it took you to make the quilted item.
- Research on the Internet or in books or magazines and find a quilted item that is not found in the Activity Guide. Make this item and display it at a meeting, Achievement Program or Awards Night. Be prepared to explain where you found the idea for your item, how it was made and what it will be used for.

### ***Tour Ideas***

- Tour a fabric store, a quilt store or a place where quilts are made.
- Attend a quilt show and/or craft show to see other quilted items.
- Have guest speakers attend meetings to supplement the material in the Reference Book. Speakers could include fabric store owners, someone who quilts regularly, someone who judges at quilt competitions, etc.



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for my club, my community and my country.**



## References

4-H Saskatchewan [www.4-h.sk.ca](http://www.4-h.sk.ca)

Discovery Education <http://puzzlemaker.discoveryeducation.com>

Ontario Association of Agricultural Societies <http://ontarioagsocieties.com/>

Quilt Guilds [www.quiltguilds.com](http://www.quiltguilds.com)

Quilters Cache [www.quilterscache.com](http://www.quilterscache.com)

Wilderdom [www.wilderdom.com](http://www.wilderdom.com)

## MEETING 1: (UNIT 1) THE HISTORY OF QUILTING

### Objectives:

- Learn the election procedure for establishing an executive.
- Gain an appreciation for the history and traditions of quilting.
- Learn about the three basic types of quilts.
- Learn about various styles of quilts from around the world.

### Roll Calls

- Have you ever quilted anything before? If so, what was it?
- What is your reason for wanting to learn more about quilting?
- Name one item that can be quilted.

### Sample Meeting Agenda – 2 hrs. 5 minutes

**\*\*Note:** Agendas are provided as a suggestion. There is more meeting content than what can be completed in 2 hours. Please choose activities according to skill and attention level of your members. Be creative!

Welcome, Call to Order & Pledge		10 min
Roll Call		5 min
Public Speaking/ Judging Activity	Activity #1 – Get to Know Each Other Game – Don't Say That! (found at the end of this meeting).	15 min
Parliamentary Procedure	Elect executive, hand out Record Books and discuss club requirements. Fill out club and member information in Record Books, and have each member fill out their "Member Expectations and Goals" page.	30 min
Topic Information Discussion	Review the <i>What is Quilting, Types of Quilts and Quilting and Communities</i> sections (pg.1 to 5 in the Reference Book).	25 min
Activity Related to Topic	Activity #2 – Leader's Choice of either activity (or both activities) listed under Unit #1 (pg. 1-2 in the Activity Guide)	30 min
Wrap up, Adjournment & Social Time!		10 min
At Home Challenge	Complete the Take Home Activity (found at the end of this meeting).	

## Electing Your Executive

Elections can be chaired by a youth leader, senior member or club leader. The person chairing the elections is not eligible for any positions.

### Procedure:

1. All positions are declared vacant by the chairperson, who indicates this by saying "I'd like to declare all positions vacant."
2. The group decides on the method of voting (i.e. show of hands, ballot or standing).
3. The chairperson accepts nomination from members for each position being filled. Nominations do not require a seconder. Nominations are closed by motion or declaration by the chairperson.
4. Each member nominated is asked if he/she will stand for the position. Names of members who decline are crossed off.
5. Voting takes place by selected method and majority rules (i.e. member with most votes).
6. Announce the name of the successful member. Offer congratulations and thank all others that ran for the position.
7. If ballots are used, a motion to destroy the ballots is required and voted on.

## Steps in Making a Motion

The motion is a very important key to having good meetings. Motions are a way of introducing topics for discussion and allowing each member to speak and vote. Any member can make a motion.

### Steps in Making a Motion:

1. Address the chairperson (i.e. raise your hand).
2. Wait for the chairperson to acknowledge you.
3. Make the motion: "I move that..."
4. Another person seconds the motion: "I second the motion."
5. Chairperson states the motion.
6. Chairperson calls for discussion of the motion.
7. Chairperson restates the motion.
8. Chairperson calls the vote: "All in favour? Opposed?"
9. Chairperson announces the result of the vote: "Motion carried" or "Motion defeated."

## Activity #1 (Meeting #1)

### Don't Say That! (Ice Breaker)

Upon entering the room, each person will be given a safety pin. The object is to end up with the most pins. A person can get pins by catching another person saying any of the forbidden words. When someone is caught saying one of the forbidden words, they have to give their pin up to the person who caught them. Have points (or prizes) for 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> highest number of pins.

Ask everyone to circulate around the room and introduce themselves. Introductions should include a person's name, why they decided to take this project, where they go to school, etc.

Forbidden words could include:

- Quilting
- 4-H
- Project

Feel free to add to the list!

## Take Home Activity #1 (Meeting #1)

### Quilted Items

Do you have a favourite quilted item at home? Bring it to the next meeting (make sure to get your parent's permission first before taking it out of your home) and be prepared to talk about the item (the history of the item, who made it, why you like it, etc.)

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## MEETING 2: (UNIT 2) QUILTING BASICS

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### Objectives

- Learn about the parts of a quilt, quilting patterns, fabrics and fabric care as well as methods of quilting.
- Discover methods for properly choosing colours.
- Learn how to estimate yardage and which equipment and tools are need for quilting.
- Be able to identify the parts of a sewing machine.
- Learn how to use a sewing machine for quilting projects.

### Roll Calls

- Name a quilting pattern.
- Do you have a favourite quilt? If so, what does it look like?
- Name one tool used for quilting.
- Name one part on a sewing machine.
- Do you have any ideas for a craft that could be made using quilting techniques?



**Sample Meeting Agenda – 3 hrs.**

**\*\*Note:** Agendas are provided as a suggestion. There is more meeting content than what can be completed in 2 hours. Please choose activities according to skill and attention level of your members. Be creative!

Welcome, Call to Order & Pledge		10 min
Roll Call		5 min
Parliamentary Procedure	Minutes & Business	10 min
Topic Information Discussion	Discuss <i>Parts of a Quilt, Quilting Patterns, Fabric and Fabric Care</i> (pg. 6 to 9 in the Reference Book)	20 min
Public Speaking/Judging Activity	Activity #3 - Leader's Choice of Activity(s) (pg. 3 to 7 in the Activity Guide)	30 min
Topic Information Discussion	Discuss <i>Colour Theory</i> (pg. 9 to 11 in the Reference Book)	15 min
Activity Related to Topic	Activity #4 - Colour Theory (pg 8 & 9 in the Activity Guide)	30 min
Topic Information Discussion	Discuss <i>Estimating Yardage, Equipment and Tools, Sewing Machines and Methods of Quilting</i> (pg. 12 to 18 in the Reference Book)	20 min
Activity Related to Topic	Activity #5 - Leader's Choice of Activity(s) (pg. 10 to 12 in the Activity Book)	30 min
Wrap up, Adjournment & Social Time!		10 min
At Home Challenge	Complete the Take Home Activity (found at the end of this meeting).	

**NOTE:** Some activities could be used in combination with Topic Information Discussion.

## **Take Home Activity #1 (Meeting #2)**

### **Quilt Patterns**

Using the Internet or quilting magazines, find as many different quilt patterns as possible. Gather a collection of these pictures, glue them in your Record Book and label them with their pattern name. Be prepared to present your collection at the next meeting.



## MEETING 3: (UNIT 3) HOW TO QUILT - GETTING READY!

### Objectives

- Learn how to choose a quilt pattern, the proper fabric and batting.
- Discover how to prepare fabric for quilting.
- Learn how to cut, piece, press and iron fabric properly for quilting.
- Learn how to make a sandwich for quilting.

### Roll Calls

- Name two colours that are complimentary to each other.
- Name a colour and tell everyone if it is primary, secondary or tertiary colour.
- Is there a store near where you live that sells fabric for quilting? Have you ever been to a fabric store? If so, did you buy anything?

### Sample Meeting Agenda – 2 hrs. 5 minutes

**\*\*Note:** Agendas are provided as a suggestion. There is more meeting content than what can be completed in 2 hours. Please choose activities according to skill and attention level of your members. Be creative!

Welcome, Call to Order & Pledge		10 min
Roll Call		5 min
Parliamentary Procedure	Minutes & Business	10 min
Topic Information Discussion	Discuss <i>Choosing a Pattern, Choosing Fabric and Choosing Batting</i> (pg. 19 to 20 in the Reference Book).	20 min
Public Speaking/ Judging Activity	Activity #6 - Leader's Choice of Activity(s) (pg. 13 to 14 in the Activity Guide)	20 min
Topic Information Discussion	Discuss <i>Preparation of Fabric, Cutting, Piecing, Pressing and Ironing and Making the Sandwich</i> (pg. 20 to 22 in the Reference Book).	20 min
Activity Related to Topic	Activity #7 - Leader's Choice of Activity(s) (pg. 15 to 17 in the Activity Guide)	30 min
Wrap up, Adjournment & Social Time!		10 min
At Home Challenge	After reading through the Quilting Projects listed in Unit 5 in the Activity Guide, choose a project and make a list of items you will need to complete this project.	

**NOTE:** Some activities could be used in combination with Topic Information Discussion.



## MEETING 4: (UNIT 3) HOW TO QUILT - LET'S QUILT!

### Objectives

- Learn about quilting and binding.
- Discover different types of embellishments and special effects that can be used on quilted items.
- Learn how to properly care for quilted items.
- Learn how to judge quilts.

### Roll Calls

- If you had lots of money and time and could make any quilted item you wanted, what would you make?
- Name one special effect or embellishment that could be used on a quilting project.
- Do you know anyone who is a quilt judge? If so, what kind of training do they have to be a quilt judge?

### Sample Meeting Agenda – 2 hrs. 5 minutes

**\*\*Note:** Agendas are provided as a suggestion. There is more meeting content than what can be completed in 2 hours. Please choose activities according to skill and attention level of your members. Be creative!

Welcome, Call to Order & Pledge		10 min
Roll Call		5 min
Parliamentary Procedure	Minutes & Business	10 min
Public Speaking/Judging Activity	Activity #8 - Judging Quilts (judging card found in this Handbook at the end of this meeting)	30 min
Topic Information Discussion	Discuss <i>Quilting, Binding, Embellishments &amp; Special Effects and Quilt Care</i> (pg. 22 to 25 in the Reference Book)	30 min
Activity Relating to Topic	Activity #9 - Leader's Choice of Activity(s) (pg. 18 to 21 in the Activity Guide)	30 min
Wrap up, Adjournment & Social Time!		10 min
At Home Challenge	Continue to work on the quilting project that you (or your group) has chosen to complete.	

**NOTE:** Some activities could be used in combination with Topic Information Discussion.

## Activity #8 (Meeting #4)

### Judging Quilts – Judging Card

#### **Criteria**

1. Is it attractive and eye appealing? Do the top and back complement each other?
2. Is it neat and clean? Does it have any holes or rips in it?
3. Are the stitches uniform and evenly spaced on both the front and back?
4. Are the borders straight and even?
5. Are the corners square and neatly constructed?

If possible, use the guidelines found in the Ontario Association of Agricultural Societies (OAAS) Homecraft Judging Standards booklet. To request a copy, visit <http://ontarioagsocieties.com/>

#### **Giving Reasons:**

I place this class of quilts \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_.

I place quilts \_\_\_\_\_ first because.....

I place quilts \_\_\_\_\_ over quilts \_\_\_\_\_ because.....

I place quilts \_\_\_\_\_ over quilts \_\_\_\_\_ because.....

I place quilts \_\_\_\_\_ over quilts \_\_\_\_\_ because.....

I place quilts \_\_\_\_\_ 4th because.....

For these reasons, I place this class of quilts \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_.

Official Placing \_\_\_\_\_.



## MEETING 5: (UNIT 4) QUILTING AND YOUR COMMUNITY

### Objectives

- Learn how quilting can bring a community together.
- Discover different ways people can work together on quilting projects.
- Discover ways that quilting projects, such as donating quilted items can benefit your community.

### Roll Calls

- Name one quilted item you could make to help a patient at a hospital.
- If you were given a square to design for a patchwork quilt, what would you design on your square that describes something about you?
- Is there a Quilting Guild in your area? If so, how often do they meet?

### Sample Meeting Agenda – 2 hrs.

**\*\*Note:** Agendas are provided as a suggestion. There is more meeting content than what can be completed in 2 hours. Please choose activities according to skill and attention level of your members. Be creative!

Welcome, Call to Order & Pledge		10 min
Roll Call		5 min
Parliamentary Procedure	Minutes & Business	10 min
Topic Information Discussion	Discuss <i>Quilting and Your Community</i> (pg. 26 in the Reference Book)	10 min
Public Speaking/Judging Activity	Activity #10 - <i>Quilting and Your Community</i> (pg.22 in the Activity Book)	30 min
Activity Related to Topic	Activity #11 – Continue working on the quilting project that members are completing for this club.	45 min
Wrap up, Adjournment & Social Time!		10 min
At Home Challenge	Continue to work on the quilting project that you (or your group) has chosen to complete.	



## MEETING 6: (UNIT 5) QUILTING PROJECTS

### Meeting 6 (Unit 5) - Quilting Projects

#### Objectives

- Learn how household items can be repurposed into many different items.
- Learn how mosaics are made.
- To gain an appreciation for making something functional or beautiful (or both) from what would be considered waste.

#### Roll Calls

- Name one new thing you learned in the Quilting project.
- Have you ever made something new out of a broken piece of furniture or a dish? If so, what was it?
- Name one benefit to repurposing (re-using) any recyclable item.

#### Sample Meeting Agenda – 2 hrs. 10 minutes

**\*\*Note:** Agendas are provided as a suggestion. There is more meeting content than what can be completed in 2 hours. Please choose activities according to skill and attention level of your members. Be creative!

Welcome, Call to Order & Pledge		10 min
Roll Call		5 min
Parliamentary Procedure	Minutes & Business	10 min
Public Speaking/Judging Activity	Activity #12 - Make plans for Achievement Program.	30 min
Topic Information Discussion	Review other quilting projects that members may want to try after completing this 4-H project (pg. 27 to 31 in the Reference Book and pg. 23 to 47 in the Activity Guide)	20 min
Activity Related to Topic	Activity #13 - Continue working on and complete the quilting project that members are completing for this club.	45 min
Wrap up, Adjournment & Social Time!		10 min
At Home Challenge	Get ready for the Achievement Program!	

## EXTRA ACTIVITIES

## Activity #14

## Quilting Wordsearch

E H D H X G I S Y Y Q A G F T H Z E Z B  
 Z C W J R U Q R B X C S N C A G M E J B  
 S T B E H M A I N A B I I N O B G S A Y  
 M I Z G A I P R I N T C T Z R K J C T X  
 O T C I T V D O U D L H L O S B K Q Y H  
 N S A R E O E X V O T N I T Y I U U S Y  
 O B E T Z W J Q Z F L D U R N V J K B A  
 C T V F N K O M S A E O Q G K D G T E F  
 H T J Y I F Z N J R V G C P Q S U R R S  
 R Z S T O C V H Y S B E D N C H W I Y M  
 O H B A T T I N G Q E L U M R S M A X Z  
 M H L Z R Z V P R Q I L Z H B S M D S J  
 A N E O L T E D H U L E V S H M B I Z U  
 T K F O B D N U G B R B Y A D J V C S C  
 I A F J T G W O X A D M Q J G J I Z W S  
 C T U W C W Z N C R K S R O B E R Y J H  
 W B T E F B W A M G R R N G K F O U C G  
 C I R B A F B M M Y Q Z P C A O N W J A  
 J G C L O M K R O W H C T A P C O X T W  
 Y G Q Q J R G H H R N Y B L A C Z W R Z

BACKING

MONOCHROMATIC

BATTING

PATCHWORK

COLOUR

PRINT

CONTRAST

QUILTING

EMBROIDERY

SELVAGE

FABRIC

STITCH

GUILD

TERTIARY

HUE

TINT

IRON

TRIADIC

LOFT

WEAVE

## Activity #15

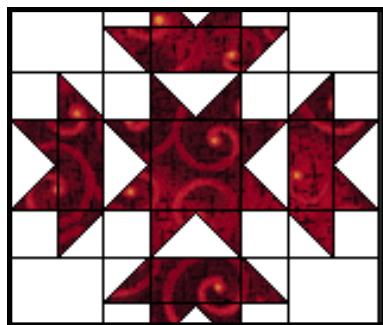
### Quilt Block Memory Game

Before the meeting, print out the Quilt Block Memory Game Cards Pages, found on the following pages, preferably on card stock, and cut out each quilt square. If possible, print the squares in colour to make the activity a bit easier.

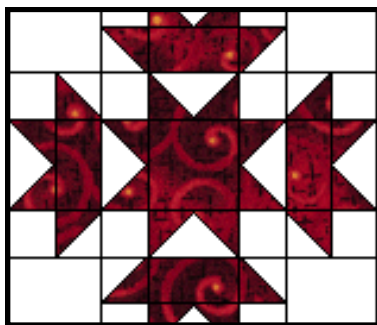
Mix the squares (game pieces) up and place them on a table or the floor, upside down. Have participants sit in a circle around the game pieces.

Player #1 turns over two squares. If the squares match, the player can pick them up and set them in front of them and take another turn. If the squares do not match, they are turned back down and the next player takes a turn. This continues until all of the squares have been matched. Each participant counts up how many game pieces they have in order to determine the winner.

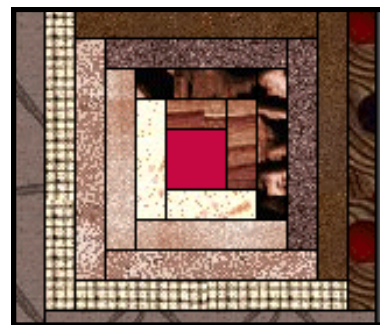
## QUILT BLOCK MEMORY GAME PIECES



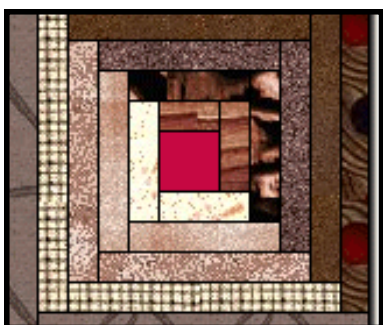
Crown and Star



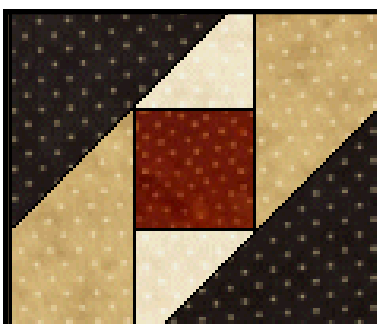
Crown and Star



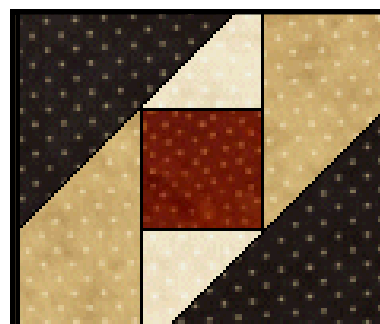
Log Cabin



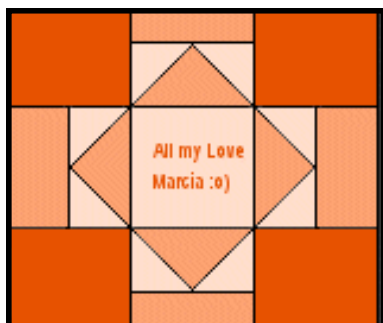
Log Cabin



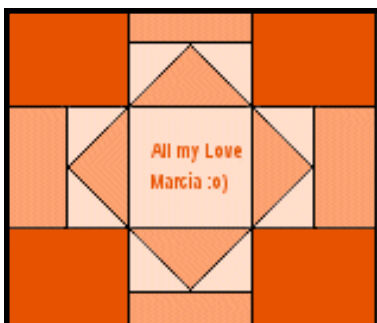
Attic Window



Attic Window



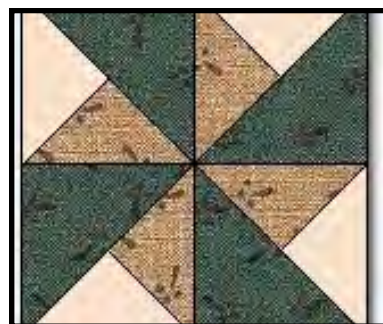
Friendship Block



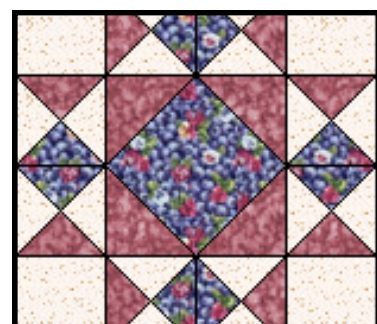
Friendship Block



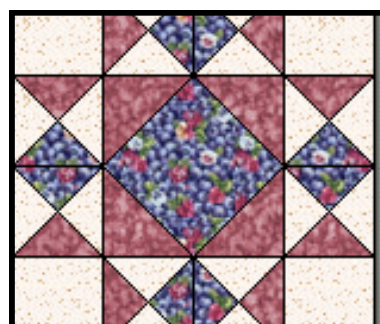
Pinwheel



Pinwheel



Squares and Stars



Squares and Stars

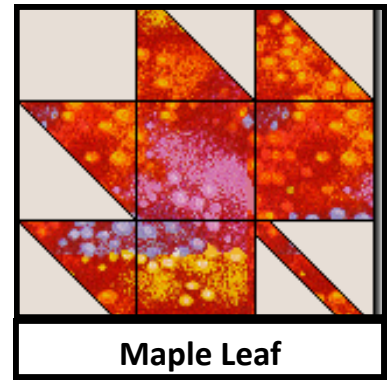




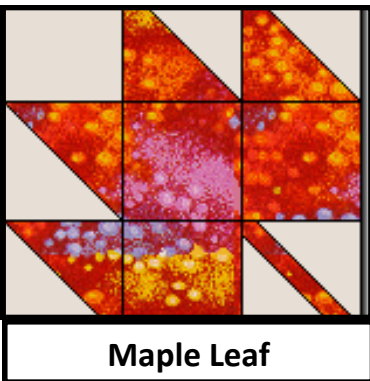
Bear Paw



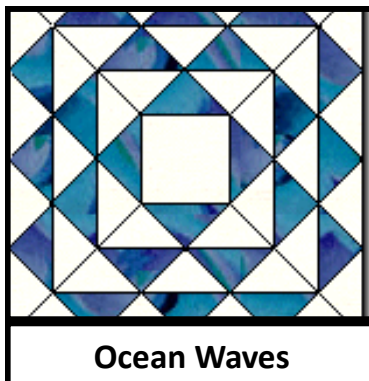
Bear Paw



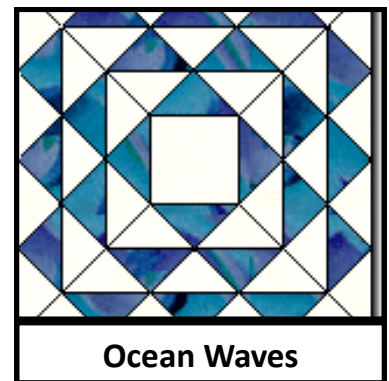
Maple Leaf



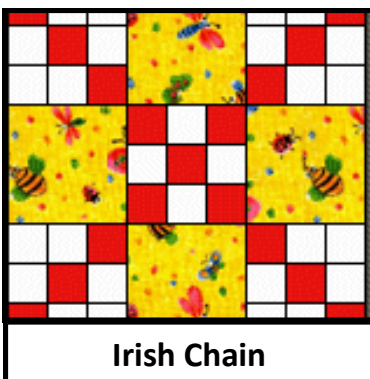
Maple Leaf



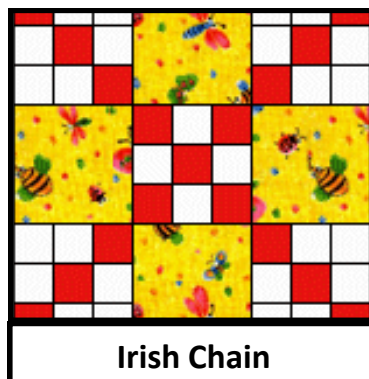
Ocean Waves



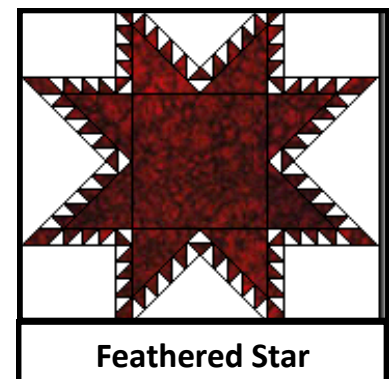
Ocean Waves



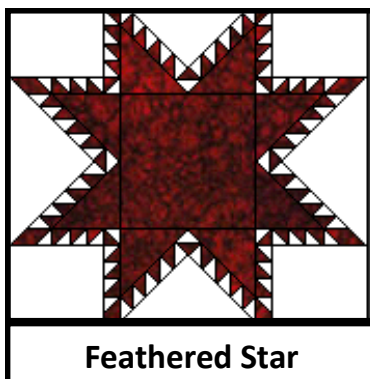
Irish Chain



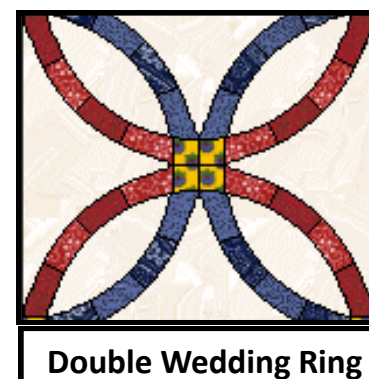
Irish Chain



Feathered Star



Feathered Star



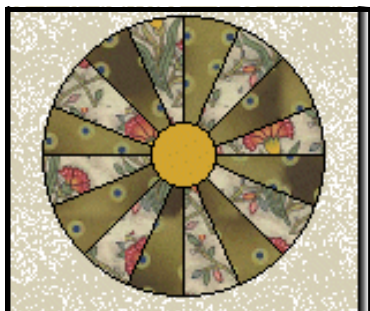
Double Wedding Ring



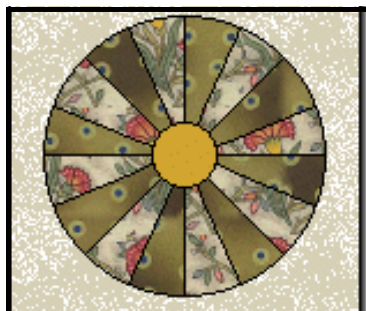
Double Wedding Ring

## Quilt Block Memory Game Cards Page #2

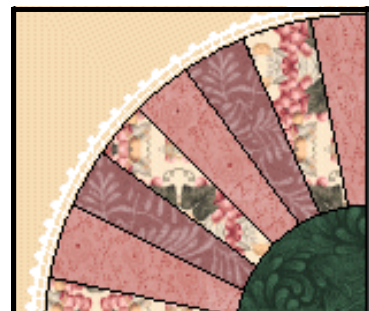




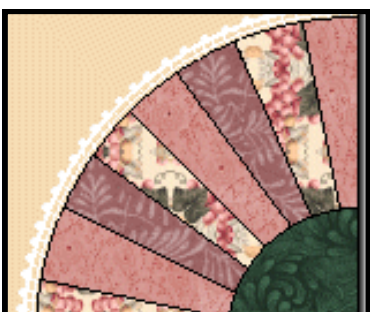
Dresden Plate



Dresden Plate



Grandmothers Fan



Grandmothers Fan



Split Rail Fence



Split Rail Fence



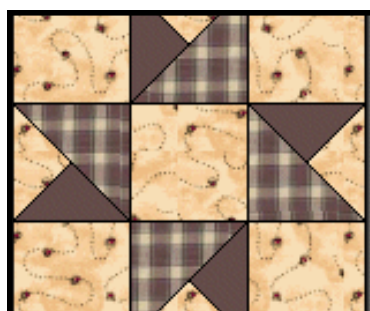
Double Nine Patch



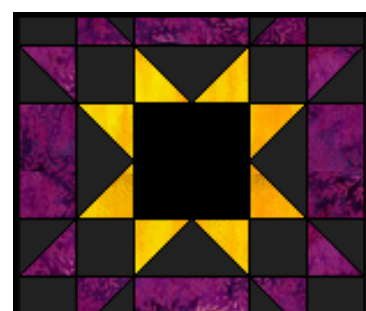
Double Nine Patch



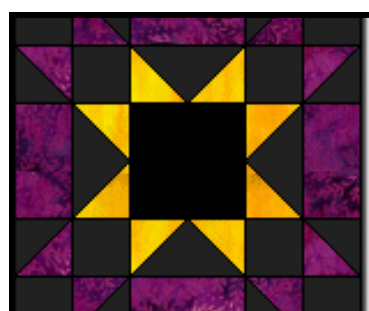
Double Friendship Star



Double Friendship Star

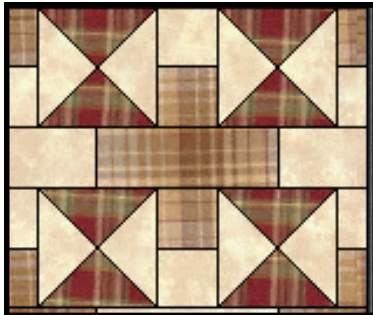
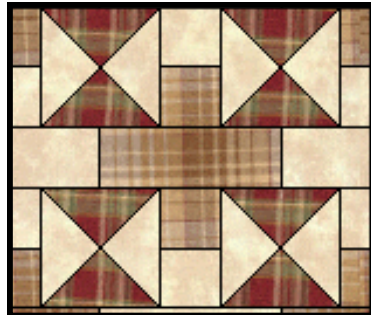
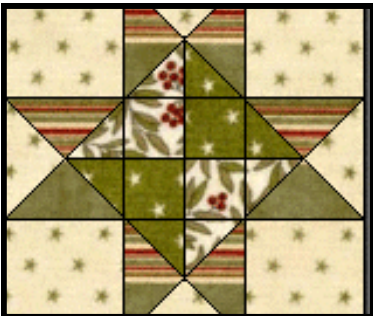
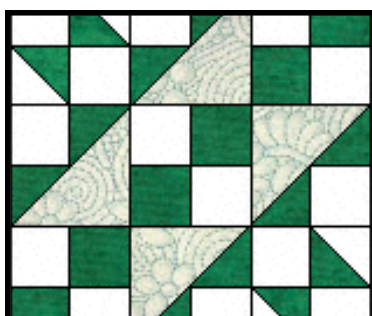
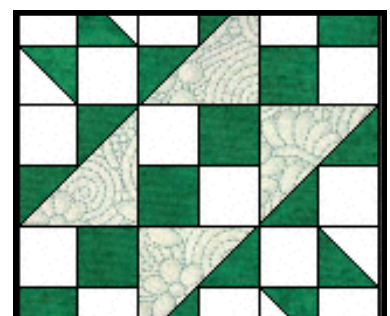
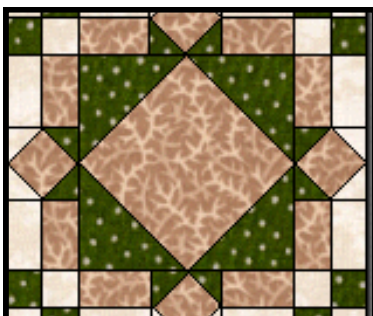
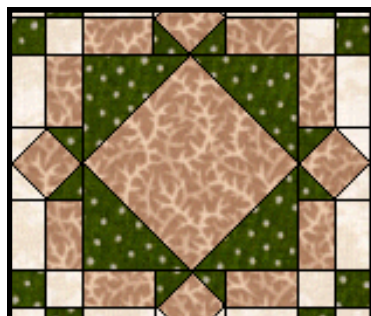
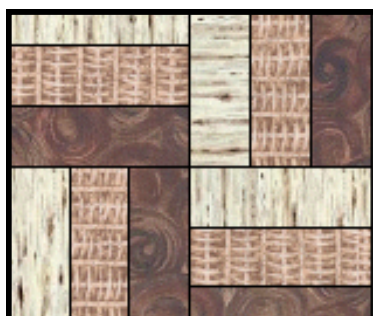
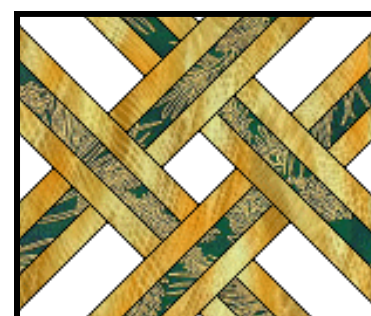


Amish Star

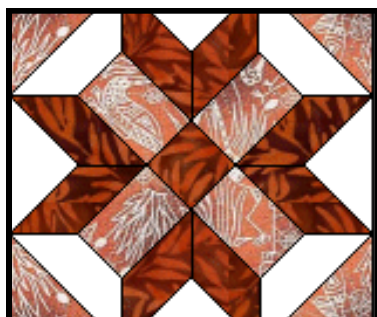


Amish Star

## Quilt Block Memory Game Cards Page #3

**The Scottish Cross****The Scottish Cross****Right Hand of Friendship****Right Hand of Friendship****Rocky Road to Dublin****Rocky Road to Dublin****Four In The Field****Four In The Field****Rail Fence****Rail Fence****Irish Plaid****Irish Plaid**

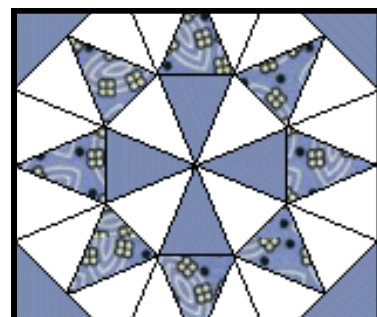




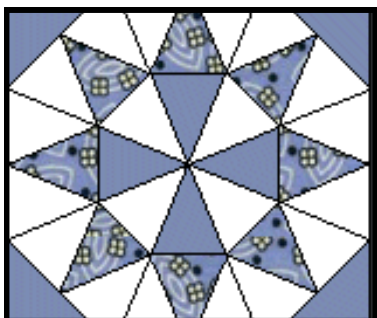
Star &amp; Cross



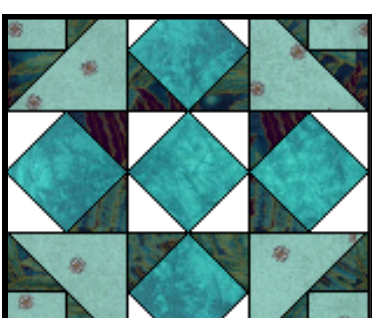
Star &amp; Cross



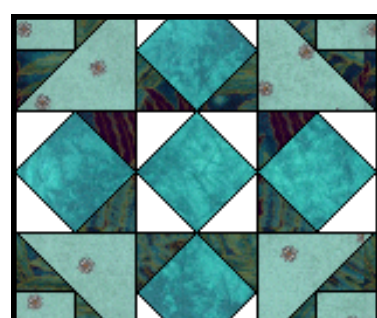
Evening Star



Evening Star



Five Spot



Five Spot



Cups and Saucers



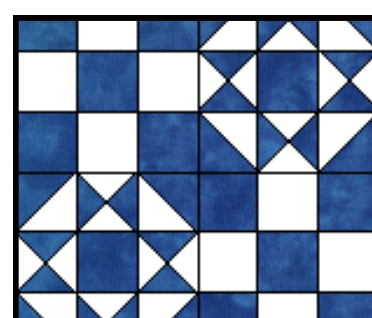
Cups and Saucers



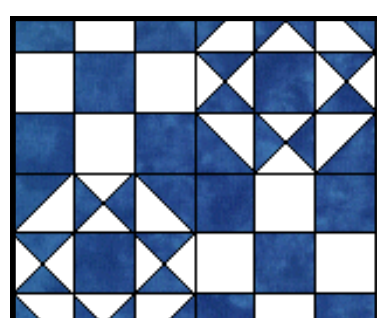
Nine Patch



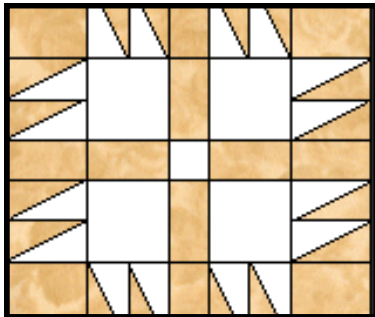
Nine Patch



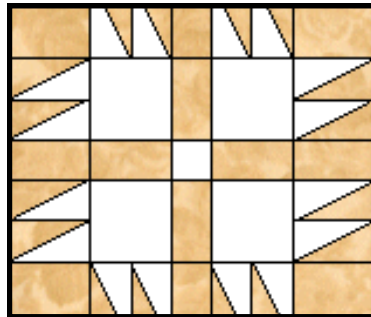
Stars &amp; Nines



Stars &amp; Nines



Turkey Tracks



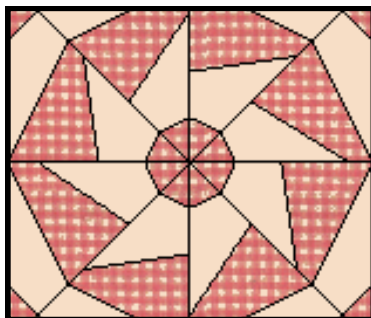
Turkey Tracks



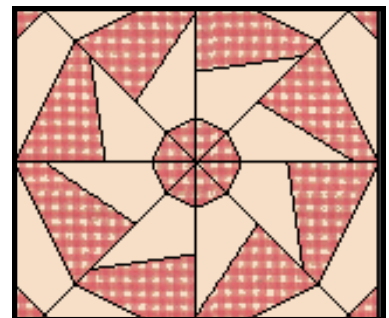
Double Aster



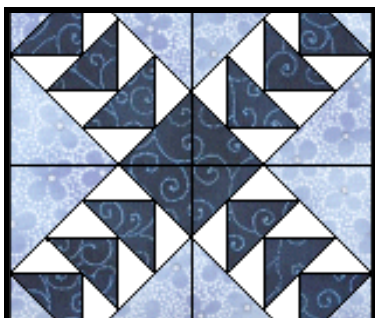
Double Aster



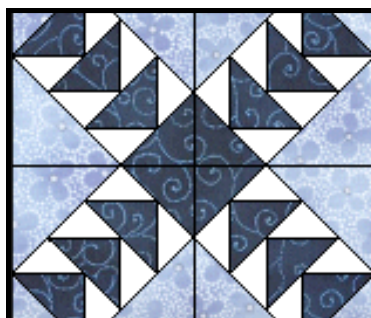
Friendship Circle



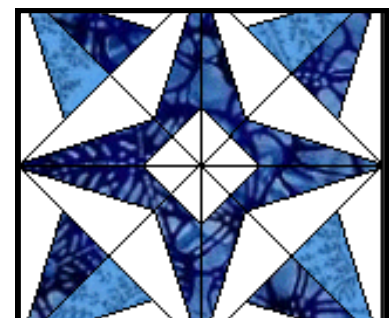
Friendship Circle



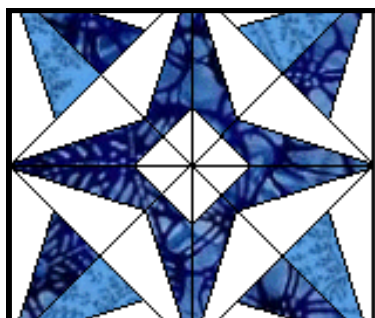
Windmill



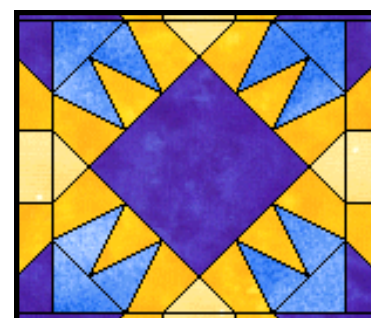
Windmill



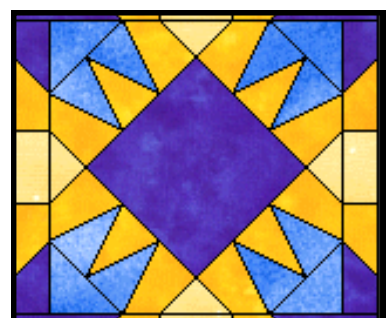
Compass Star



Compass Star



Cats In The Corners



Cats In The Corners

## Activity #16

### Quilt Block Wheel of Fortune

Either working individually or as pairs, have 4-H members fill in the blanks to discover the names of quilt blocks.

1. l \_ \_ \_ a \_ \_ i \_ \_

2. \_ \_ e \_ \_ r \_ \_ \_ w

3. \_ \_ in \_ \_ \_ at \_ \_ h

4. s \_ \_ o \_ \_ m \_ \_ t \_ \_ e \_ \_

5. \_ \_ \_ is \_ \_ c \_ \_ a \_ \_ n

6. m \_ \_ \_ \_ e l \_ \_ \_ f

7. \_ \_ tt \_ \_ \_ w \_ \_ n \_ \_ o \_ \_

8. fe \_ \_ \_ h \_ \_ \_ e \_ \_ \_ t \_ \_ r

9. r \_ \_ \_ l \_ \_ \_ \_ \_ ce

10. \_ \_ a \_ \_ a \_ \_ \_ a

11. tu \_ \_ \_ \_ \_ g tw \_ \_ \_ \_ \_

12. \_ \_ a \_ \_ d \_ \_ \_ a \_ \_ e

## Activity #17

### Quilt Bingo

Using the Bingo card provided on the next page, have 4-H members fill in the squares with the following choices:

- Batting
- Quilt
- Stitch
- Colours
- Patterns
- Backing
- Needle
- Thread
- Guild
- Sewing machine
- Secondary colours
- Tertiary colours
- Tint
- Weave
- Applique quilts
- Bias
- Fabric
- Feed-dogs
- Hand quilting
- Iron
- Machine quilting
- Patchwork quilt
- Log cabin
- Pieced quilt
- Primary colours
- Presser foot
- Hand-tying
- Hue
- Hand-wheel
- Traditional

Cut out the squares with the choices on it (found on pg. 35 in this manual) and place them in a bag (or box). In a second bag, place five pieces of paper, each with one letter on it – Q – U – I – L – T.

To start the game, make sure every 4-H member has buttons, coins, etc. to be able to cover the quilt-related names as they are called out. Be sure to specify before the game begins what constitutes a win – e.g. a line, four corners, full card, etc.

## QUILT BINGO CARD

Q	U	I	L	T
		FREE SPACE		



BATTING	QUILT	STITCH	COLOURS	PATTERNS	BACKING
NEEDLE	THREAD	GUILD	SEWING MACHINE	SECONDARY COLOURS	TERTIARY COLOURS
TINT	WEAVE	APPLIQUE QUILTS	BIAS	FABRIC	FEED-DOGS
HAND QUILTING	IRON	MACHINE QUILTING	PATCHWORK QUILT	LOG CABIN	PIECED QUILT
PRIMARY COLOURS	PRESSER FOOT	HAND-TYING	HUE	HAND-WHEEL	TRADITIONAL

## Activity #18

### Quilt Bug

Who has the quilt bug? The leader of this activity puts a small clothespin on someone in the room without their knowledge. Later, the leader rings a bell and everyone has to hunt for the bug (if the person discovers the clothespin in the meantime, they secretly put it on someone else). The person found with the clothespin has to draw a piece of paper from the task bag and perform the task. Tasks could include:

- Perform the hokey-pokey
- Shout “I love quilting!” 3 times
- Sing “I’m a little teapot”
- Recite the 4-H Pledge
- Recite the 4-H Motto
- Name 5 other 4-H projects a member could take in Ontario
- Name their favourite 4-H project
- Do 5 jumping jacks

## Activity #19

### Quilt Pictionary

For this activity, a tripod, pieces of Bristol board or a white board is needed along with the appropriate utensils for drawing.

Divide the group into two teams. Team #1 goes first by having a volunteer from the team draw the name of a quilt pattern. The volunteer must then draw the quilt block pattern while the rest of their team tries to guess what the pattern is. If the team guesses correctly, the team gets a point and Team #2 now takes a turn. If the team does not guess correctly within the time limit (30 seconds to 1 minute – depending on the abilities of the group) then no one gets a point and Team #2 now takes a turn.

Everything that is drawn must be an object. Letters and numbers are not allowed to be written or used. The person drawing is also not allowed to talk.

Quilt Block Patterns that could be chosen from the bag include:

- Nine square
- Log cabin
- Evening star
- Windmill
- Irish chain
- Bear paw
- Landscape
- Star and pinwheels
- Rail fence
- Attic window
- Feather star
- Twinkling star
- Wedding ring
- Storm at sea
- Maple leaf
- Turning twenty
- Rising star
- Dresden plate

Feel free to add to the list!

## **Activity #20**

### **Thimble Relay**

Divide 4-H members into two teams. The object of this activity is to walk with a spoon containing a thimble through an obstacle course without dropping the thimble. If someone drops the thimble, they must return to the starting area and try again. The team that has everyone on the team complete the obstacle course successfully wins.

## **Activity #21**

### **Sew it!**

Each 4-H member will need to be given a needle, thread and already cut pieces of fabric. The object is to see which member can be the first to get a block hand sewn from the already cut pieces. This challenge will reinforce piecing skills!

## ANSWERS - EXTRA ACTIVITIES

### Activity #16

#### Quilt Block Wheel of Fortune

Either working individually or as pairs, have 4-H members fill in the blanks to discover the names of quilt blocks.

1. Log cabin
2. Bear paw
3. Nine patch
4. Storm at sea
5. Irish chain
6. Maple leaf
7. Attic window
8. Feather star
9. Rail fence
10. Lasagna
11. Turning twenty
12. Landscape