

Creative Component:

Careers in Design and Construction

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4-H Design and Construction

OSU EXTENSION
4-H YOUTH DEVELOPMENT

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.

The purpose for this project is to look at yourself, your interests and determine the general kinds of work and activities which might be enjoyed as a career. Youth will research careers "right for them," discover job availability (location), current and future job market, education/training needed, cost of education and training, schools, job requirements, licensures, certifications, salary/wage, opportunities for advancement/growth, occupations similar or related, what will be dealt with (people, data, things or ideas), aptitude for the job responsibilities, why the occupation interests/no longer interests you, interview people in the job or related jobs, volunteer time, job shadow, internship, etc.



Document your research and sources as you explore a career in the areas of apparel, interior or textile design and construction. The following outline can guide, but should not limit the research and exploration:

1. Difference in a career and a job
2. Career Clusters – occupations similar or related, opportunities for career change, etc.
3. Goals – short and long term making the connection between education and career
4. Skills – aptitude for job responsibilities (i.e. people, data, things or ideas), preparation for work/career, actual skills, etc.
5. Job Market – employment outlook current and future, job requirements, opportunity for growth and/or advancement, wages/salary, location for jobs, etc.
6. Education – training, college/university/vocational school, licensing, certification. cost of education/training, etc.
7. Experience – volunteer, job shadow, internship or interview
8. Interest – Why the initial interest? After doing research are you still interested – why or why not?

Project/Product Ideas

This guide was developed for any of the Design and Construct project areas. Youth at any age can begin exploring careers. The research can become part of the portfolio. As a career is explored and skill identified, look to the Skill Mastery Sheet(s) to determine if 4-H is guiding you toward your end goal.

- Apparel Careers - Designer/Assistant Designer, Costume Designer, Functional Designer, Technical Designer, Pattern Maker/CAD Specialist, Quality Assurance Manager/Product Development Manager, Merchandise Manager, International Sourcing Specialist, etc.
- Interior Careers - Interior Designer, Facility Manager, Residential Designer, Health Care Designer, Lighting Designer, Manufacturer's Representative, Residential/Commercial Furniture Dealer, Corporate Designer, Hotel/Restaurant Designer, Furniture/Product Designer, Retail Store Designer, Furniture/Furnishings Buyer, etc.
- Merchandising - Retail Buyer, Allocation Analyst, Store Owner or Manager, District Retail Manager, Sourcing Manager, Manufacturer's Representative, Visual Merchandiser, etc.
- Explore other the possibilities...



Multimedia Presentation framework for Career Exploration

Report the career exploration project as a multimedia presentation or a notebook. The presentation must demonstrate that adequate research, exploration and reflection have gone into the career exploration.

Multimedia Presentation refers to content that uses a combination of text, audio, still images, animation, video, or interactivity content forms. Multimedia content is recorded and played back on electronic media devices – flash drive or CD. Examples of Multimedia presentations: Movie, PowerPoint, Prezi, etc. For more information see the *Design and Construction Multimedia Presentation guide*.

- For exhibit purposes the **movie must be published as WMV** (Windows Media) or **MP4** (Multimedia Format).
- The presentation must be saved on a flash drive or CD.
- Documentation in a PowerPoint presentation can be narrated or written in the “Notes” section of the PPT. *If the PPT is not narrated then a print copy of the presentation in “Notes” format must accompany the CD or flash drive securely attached in a binder.*

Portfolio

4-H members are encouraged to have a portfolio for project work, ideas, resources and skill mastery sheets. See “Design and Construction Portfolio” guidelines for more information.

Project/Product Exhibit Description

Description found in the 2014 Fair book, subject to change annually.

Hobbies and Textile Design and Construction	
Level 4	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.