

Creative Arts Leathercraft Level 1

Enroll in ZSuite Under this Project Name: ART-LEATHERCRAFT-Level 1

Approved for 2024-25 Project Year

Project Description: In this project, youth will learn about six basic leatherworking tools, how to prepare

leather for tooling, transferring designs, edging and finishing, and protective finishes

for leather items.

REQUIRED YOUTH CURRICULUM

Leathercraft Supplement Skills Checklist (#23102) 2020

ABC's of Leatherwork (Tandy 61904-00) 1984

Leathercrafting (Tandy 618910-01) 2005

ZSuite 4-H Involvement Report

ZSuite 4-H Project Record Book

REQUIRED VOLUNTEER CLUB LEADER CURRICULUM

none

SUPPLEMENTAL RESOURCES

none



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PROJECT COMPLETION CHECKLIST

STATE REQUIREMENTS		
Complete a rounder or square of tooled practice leather (3" x 4").		
Learn to use three of six basic tools: beveler, veiner, pear shader, camouflage, backgrounder, or seeder.		
Learn how to prepare leather for tooling (casing).		
Learn how to transfer a design.		
Learn how to edge and finish leather articles.		
Learn to apply different protective finishes.		
Complete the 4-H Project Record Book for this project in your ZSuite Member Account		
Fill out your 4-H Involvement Report in your ZSuite Member Account		
Give an oral presentation (speech, demonstration, or illustrated talk) to your 4-H peers on a topic related		
to this project. Recommended guidelines for length of oral presentations are:		
Junior: 5-8 minutes		
Intermediate: 8-10 minutes		
Senior: 10-12 minutes		

ADDITIONAL LOCAL REQUIREMENTS

FAIR EXHIBIT CHECKLIST		
	Completed Idaho 4-H Involvement Report (ZSuite)	
	Completed Idaho 4-H Project Record Book for this project (ZSuite)	
	Leathercraft Supplement/Skills Checklist	
	One article you made, which shows the skills expected for your unit. Precut kits may be used as long as	
	the expected learning experiences for the level can be performed and demonstrated through completing	
	the kit.	
	OPTIONAL: Youth may enter up to three optional exhibits that are an outgrowth of the project level. Each	
	optional exhibit must focus on a different leathercrafting skill learned within the project.	

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