

EYE ON NATURE

Eye on Nature Wearable Arts

Prizes

HIGH SCHOOL

1 st Prize	\$1,000
2 nd Prize	\$500
3 rd Prize	\$250

INTERMEDIATE SCHOOL

1 st Prize	\$1,000
2 nd Prize	\$500
3 rd Prize	\$250

PRIMARY SCHOOL

1 st Prize	\$1,000
2 nd Prize	\$500
3 rd Prize	\$250

BEAUTIFICATION TRUST PICK

Experience prize

As this is a school competition, all prize money will be paid to the winning schools and will be allocated at the schools' discretion.

2025 Theme

Wellbeing – Taiao and Me

Judging Criteria

Garments will be judged by a panel of independent judges at the Dress Rehearsal on Wednesday 30 July 2025.

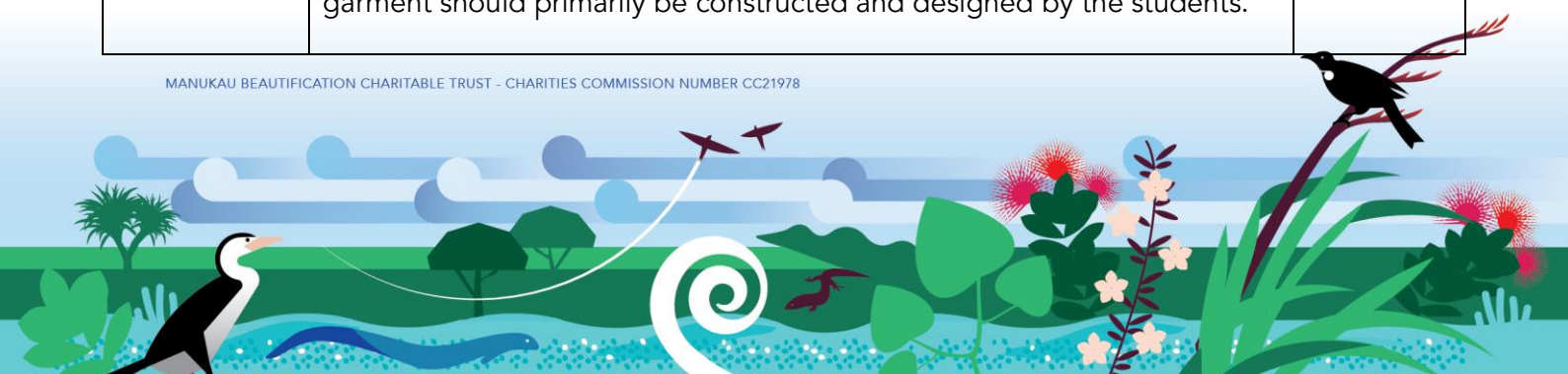
The judges will view the garments being modelled on the catwalk during the dress rehearsal run-through of the show. The Designer Statement is a key tool for students to share their reasoning for materials and their design choices behind their creation. The Designer Statement will be read out by the MC as the garment is being modelled on the catwalk so the audience (and judges) can understand the context of the garment.

After the Dress Rehearsal, garments must be kept at the venue for the judges to take a closer look at them. A design journal or concept diary can be left with the garment(s) to support the judging process. This is not compulsory but can be included to give the judges more insight into the students' learning journeys and processes.



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Category	Description	Weighting <i>Max points</i>
Interpretation	Demonstrate a strong interpretation of and engagement with the theme: 'Wellbeing – Taiao and Me'.	20
Materials	<p>There are no restrictions on the materials you use, however, Wearable Arts is a sustainable fashion design challenge. The judges will be looking for entries that have considered the full life cycle of the garment and its impact on the environment, including what will happen to it after the final fashion show.</p> <p>Winning garments will be those that demonstrate the best use of sustainable materials. We have developed a Wearable Arts Material Guide and Wearable Arts Self Assessment Guide to help direct student reflection on this. The age level of the students will be considered in this section. Material sourced from pest plants is not permitted.</p>	20
Designer Statement	<p>The MC will read each Designer Statement while the garment is being modelled on the catwalk during the Dress Rehearsal and Fashion Show.</p> <p>Statement (70 words max) needs to include:</p> <ul style="list-style-type: none"> • How your garment relates to the theme • How your choice of materials for your garment makes it sustainable or low impact on the environment • Any topic inquiries you undertook or new skills you developed in the design/construction process (such as learning about native species in our rivers, teaching yourself to weave flax etc). <p>Designer Statements must be included in your garment registration form.</p>	20
Originality and Innovation	The judges are looking for the "Wow!" factor, an entry that will make an impression. An original garment designed with a unique interpretation of the theme.	10
Construction	The garment must be comfortable and safe for the model to wear. Models must be able to see clearly and breathe easily whilst wearing it. All footwear must be robust, well-balanced and safe. NO sharp objects or scratchy surfaces, e.g.: staples. Garments must be of a size to fit through doorways backstage. Efforts towards green sections of the Wearable Arts Materials Guide in regards to joining or connecting elements of the garment will be favoured.	15
Artist effort	We accept that students will require adult help and supervision but the garment should primarily be constructed and designed by the students.	15



Garment Requirements & Important Notes

- Please remember to strictly adhere to the criteria and to the theme 'Wellbeing – Taiao and Me'.
- Wearable Art entries must be thought of as a whole outfit. For example, if the main design focus is on the skirt, there must be an accompanying top. The judges will be critiquing the entire outfit as one garment.
- To guide choices around materials and construction, we strongly recommend reading through our Wearable Arts Materials Guide and Self Assessment Guide. These are great educational tools for students to understand how they can create a garment that has a low impact on the environment.
- Use of pampas or other materials sourced from pest plants is not permitted.
- Entries must be comfortable and safe to wear. Encourage students to try their garments on throughout the construction process to ensure that it's not too heavy, unbalanced or uncomfortable, and will hold together. Identify movement stress points and reinforce these areas if required. If the garment includes a hat or head piece, it must be fitted and well balanced. Models must be able to see clearly while wearing the garment. Garments need to be of a size to safely fit through doorways backstage and up and down stairs.

Use of pest plants in Wearable Art entries

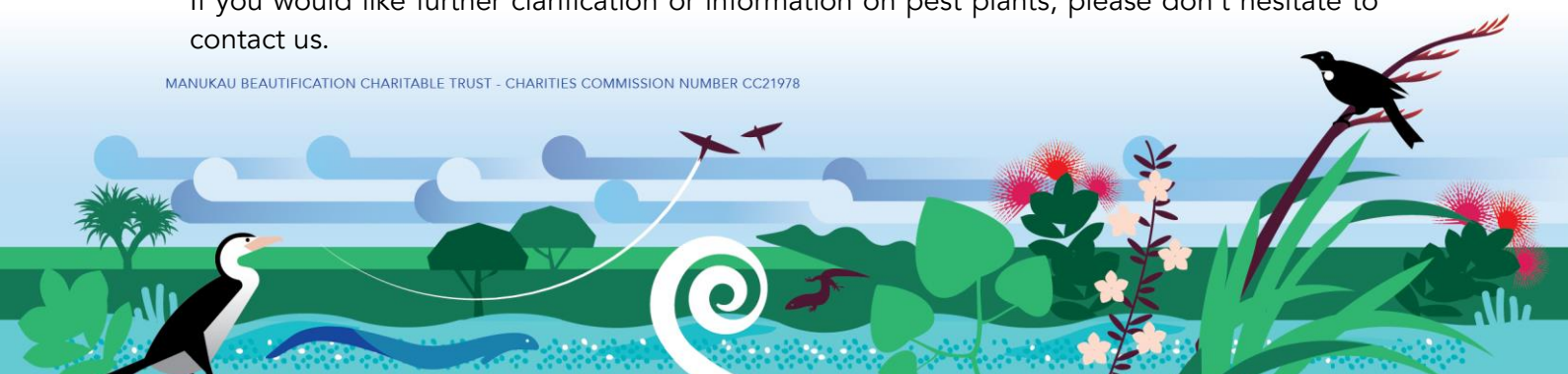
The Beautification Trust does not permit the use of pest plants in any competition entry.

Moving pest plants from one place to another (from the ground to our Eye on Nature venue) is not permitted under the Biosecurity Act 1993 and puts NZ's unique biodiversity at risk.

We see this enforcement as a beneficial tool to raise students' and the wider public's awareness around these harmful species of plant. [Weedbusters](#) have some great information on pest plants and how to identify them.

For example, [pampas](#) is a pest plant that replaces native plants such as ferns and shrubs and provides a habitat for pest animals such as possums and rats. Pampas is a huge threat to NZ's biodiversity and must not be used as a material. [Toetoe](#) can be used in place of pampas, it looks similar but is native to NZ and is not a threat to the environment.

If you would like further clarification or information on pest plants, please don't hesitate to contact us.



Contact Details

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