



## GREEN FASHION

OVERALL INFORMATION	
<b>Name</b>	Green Fashion Bingo
<b>Purpose/goal of the activity</b>	Introduction to Fashion Industry; Climate Change; Sustainable Lifestyle.
<b>Target group</b>	young people aged 16-30 years old
<b>Profile of the facilitator</b>	Must be able to lead group efficiently, have experience with non-formal education, knowledgeable of ecological education, able to work efficiently with youth and also the most vulnerable youth, open-minded
<b>Profile of the participants</b>	Must be eager to participate in the workshop, open-minded, Respectful to others (especially towards the most disadvantaged), be innovative
<b>Group briefing</b>	At the end of activity the facilitator can ask questions like: How did you feel during the activity? What did you learn about you? Did you find out something you didn't know? Can you give an example? Is something you want to change in your everyday life in order to act more to protect the environment?
<b>Estimated size and type of the group</b>	maximum 40 people
<b>Learning outcomes / objectives</b>	Increased Awareness of Sustainable Fashion Practices: Participants will gain a deeper understanding of sustainable fashion practices, including the environmental and social impact of clothing production and consumption. Empowerment Through Conscious Consumerism: Participants will be empowered to make informed and conscious choices as consumers, aligning their fashion preferences with eco-friendly and ethical values. Recognition of Individual Impact: Participants will recognize the impact of their individual choices on the fashion industry and the environment, fostering a sense of personal

	<p>responsibility.</p> <p>Appreciation for Diversity in Fashion:</p> <p>Participants will develop an appreciation for diverse fashion styles and cultural influences, recognizing the beauty of clothing from various backgrounds.</p> <p>Promotion of Slow Fashion Principles:</p> <p>Participants will embrace the principles of slow fashion, valuing quality, longevity, and sustainability over fast-paced trends and disposable fashion.</p>
<b>Activity Outline</b>	
<b>Goal/main focus</b>	Introduction to sustainable practices regarding clothes
<b>Duration</b>	45 min
<b>Introduction to the topic</b>	<p>The fashion industry, a dynamic and influential force in the global economy, has far-reaching impacts that extend beyond the runway and into the lives of individuals and the environment. While fashion is often associated with creativity and self-expression, its rapid pace and expansive reach have given rise to a host of complex and sometimes concerning consequences. Understanding the multifaceted impacts of the fashion industry is crucial as consumers, policymakers, and industry stakeholders grapple with the challenges of sustainability and ethical practices.</p> <p>Environmental Footprint:</p> <p>One of the primary concerns stemming from the fashion industry is its significant environmental footprint. The production of clothing involves resource-intensive processes, from cultivating raw materials to manufacturing, dyeing, and transportation. This, coupled with the rise of fast fashion, contributes to deforestation, water pollution, and excessive greenhouse gas emissions. As consumers continually seek the latest trends, the industry's environmental impact has become a pressing issue that demands attention and innovative solutions.</p> <p>Fast Fashion and Consumer Culture:</p> <p>The advent of fast fashion, characterized by rapid production cycles and affordable clothing designed to quickly respond to ever-changing trends, has ushered in a culture of disposable fashion. This phenomenon encourages excessive consumption and frequent disposal of garments, leading to a surge in textile waste. Landfills are burdened with discarded clothing, often made from non-biodegradable materials, exacerbating environmental degradation.</p> <p>Labor Exploitation:</p> <p>The globalization of the fashion industry has given rise to complex and sometimes exploitative supply chains. Workers in many garment-producing regions face poor working conditions, low wages, and limited labor rights.</p>

	Ethical concerns, including child labor and unsafe working environments, persist in some parts of the industry, raising questions about social responsibility and human rights.
<b>Task Description</b>	The participants are introduced to the fact that they will play a game now, a bingo game. If there are people that don't know what a bingo game is, it is explained. This time it is a special bingo because it is a global bingo. Their task is to use the hand-out provided (in which there are also instructions on how to play the game), to go around in the room and to find people that correspond to the descriptions you have in the hand-out. They need to find different people for different questions and write their name in your table. Once a person fills out all the places in the table they can shout BINGO and we stop the game.
<b>Remarks</b>	You can print the annex
<b>Supporting materials</b>	Bingo annex Pens

#### Annex - Green Fashion Bingo

<b>I make eco-friendly choices in my fashion purchases, supporting sustainable practices in the industry.</b>	<b>I empower local artisans by choosing handmade and ethically produced clothing.</b>
<b>I am a trendsetter in green fashion, inspiring others to make sustainable choices.</b>	I embrace second-hand and vintage shopping, giving clothing a new life.
<b>I am a supporter of slow fashion, valuing quality over quantity in my wardrobe.</b>	I believe in the power of my choices to influence positive change in the fashion industry.
<b>I choose clothing made from organic and eco-friendly materials, contributing to a greener planet.</b>	I educate myself about the social and environmental practices of fashion brands before making a purchase.

<b>I support brands that prioritize fair labor practices, ensuring workers are treated ethically.</b>	I find joy in the simplicity of a minimalist wardrobe, cherishing quality over quantity and contributing to a more sustainable fashion culture.
<b>I embrace the power of upcycling, transforming old clothes into new and stylish pieces, reducing waste and environmental impact.</b>	I acknowledge the interconnectedness of the global fashion ecosystem, understanding that my choices impact communities worldwide.

<b>Activity</b>	
<b>OVERALL INFORMATION</b>	
<b>Name</b>	Memory game of opposite
<b>Purpose/goal of the activity</b>	Game of Clothes - Memory Game is an educational and entertaining game. It is a memory game which has 16 pairs of the same word, but each pair is presented by two different pictures. The game is based on exploring the various connections between these pictures and can be played by players of various ages.
<b>Target group</b>	young people aged 16-30 years old
<b>Profile of the facilitator</b>	<p>Interested in topics about the environment, especially about the clothing industry.</p> <p>The facilitator should have a solid understanding of the fashion industry, including its history, trends, sustainability issues, and ethical considerations. Knowledge of key terminology and concepts related to fashion will enhance their ability to provide valuable insights during gameplay.</p>
<b>Profile of the participants</b>	<p>Participants in this age range are likely to have a keen interest in fashion trends, styles, and the evolving nature of the industry.</p> <p>Participants are likely to be aware of global issues and trends, including those related to the fashion industry's impact on the environment and society.</p> <p>They may engage in discussions about cultural diversity, representation, and ethical considerations within the fashion world.</p> <p>Many participants in this age range may be students or early-career professionals, balancing education or work responsibilities with personal</p>

	<p>interests.</p> <p>A significant portion of this age group is increasingly concerned about sustainability, ethical practices, and the environmental impact of the fashion industry.</p>
<b>Group briefing</b>	<p>After the game is finished, it might take approximately 30 to 45 minutes. The facilitator will ask the participants debriefing questions, such as:</p> <p>How was the game for them?</p> <p>How did they feel playing the game?</p> <p>How was it for them to give definitions and answers?</p> <p>What have they learned during the game?</p> <p>Is there any change they will make from now on on their behavior?</p>
<b>Estimated size and type of the group</b>	maximum 40 people
<b>Learning outcomes / objectives</b>	<p>Increase players' understanding of the environmental and social impacts of excessive clothing production and consumption.</p> <p>Develop awareness of the interconnectedness between consumer choices and the broader consequences within the fashion industry.</p> <p>Encourage players to reflect on their own clothing consumption habits and make informed choices.</p> <p>Foster critical thinking skills by exploring the connections between individual actions and their larger societal and environmental implications.</p>
<b>Activity Outline</b>	
<b>Goal/main focus</b>	to bring the spotlight on excessive production and consumption of clothes we are experiencing. As consumers and citizens we need to be aware of the impacts of the fashion industry on our lives and lives of those who make our clothes.
<b>Duration</b>	1h 15
<b>Introduction to the topic</b>	<p>The fashion industry, a dynamic and influential force in the global economy, has far-reaching impacts that extend beyond the runway and into the lives of individuals and the environment. While fashion is often associated with creativity and self-expression, its rapid pace and expansive reach have given rise to a host of complex and sometimes concerning consequences.</p> <p>Understanding the multifaceted impacts of the fashion industry is crucial as consumers, policymakers, and industry stakeholders grapple with the challenges of sustainability and ethical practices.</p> <p>Environmental Footprint:</p> <p>One of the primary concerns stemming from the fashion industry is its significant environmental footprint. The production of clothing involves</p>

	<p>resource-intensive processes, from cultivating raw materials to manufacturing, dyeing, and transportation. This, coupled with the rise of fast fashion, contributes to deforestation, water pollution, and excessive greenhouse gas emissions. As consumers continually seek the latest trends, the industry's environmental impact has become a pressing issue that demands attention and innovative solutions.</p> <p>Fast Fashion and Consumer Culture:</p> <p>The advent of fast fashion, characterized by rapid production cycles and affordable clothing designed to quickly respond to ever-changing trends, has ushered in a culture of disposable fashion. This phenomenon encourages excessive consumption and frequent disposal of garments, leading to a surge in textile waste. Landfills are burdened with discarded clothing, often made from non-biodegradable materials, exacerbating environmental degradation.</p> <p>Labor Exploitation:</p> <p>The globalization of the fashion industry has given rise to complex and sometimes exploitative supply chains. Workers in many garment-producing regions face poor working conditions, low wages, and limited labor rights. Ethical concerns, including child labor and unsafe working environments, persist in some parts of the industry, raising questions about social responsibility and human rights.</p>
<b>Task Description</b>	<p>The facilitator will split the group in teams of 5-6 people, so for a group of 40 people, there will be 8 groups, so 8 printed cards (link attached in Supporting Materials).</p> <p>The facilitator will explain the following rules:</p> <p>The cards for this game are linked by one word, even though there are two different pictures for it.</p> <p>Shuffle the cards and lay them face-down.</p> <p>The players take turns to turn over two cards. If a player finds a matching pair, they explain the connection between the cards (why and how the pictures on the cards are related).</p> <p>The player who finds matching cards gets to keep them, is awarded one point and gets another turn. The winner is the player with the most pairs.</p> <p>After the game is finished, it might take approximately 30 to 45 minutes. The facilitator will ask the participants debriefing questions, such as:</p> <p>How was the game for them?</p> <p>How did they feel playing the game?</p> <p>How was it for them to give definitions and answers?</p> <p>What have they learned during the game?</p> <p>Is there any change they will make from now on on their behavior?</p>
<b>Remarks</b>	<p>The game is available on the following site:</p>

<b>Supporting materials</b>	around 6-8 printed game cards

<b>Activity</b>	
<b>OVERALL INFORMATION</b>	
<b>Name</b>	Where do you stand
<b>Purpose/goal of the activity</b>	To provide a space for participants to express their views on challenging statements regarding fashion industry; to develop critical thinking; to observe the level of the group in interacting while debating;
<b>Target group</b>	young people aged 16-30 years old
<b>Profile of the facilitator</b>	<p>Interested in topics about the environment, especially about the clothing industry.</p> <p>The facilitator should have a solid understanding of the fashion industry, including its history, trends, sustainability issues, and ethical considerations. Knowledge of key terminology and concepts related to fashion will enhance their ability to provide valuable insights during gameplay.</p>
<b>Profile of the participants</b>	<p>Participants are likely to be aware of global issues and trends, including those related to the fashion industry's impact on the environment and society.</p> <p>They may engage in discussions about cultural diversity, representation, and ethical considerations within the fashion world.</p>
<b>Group briefing</b>	<p>It is not a type of activity that needs to be processed, and for sure not extensively. But the questions can be addressed (especially if there are heated debates during the process): How did you feel during this activity? How was this activity for you? Why is it important to know each other's stand on certain issues? What is the most important aspect you take out of this activity?</p>
<b>Estimated size and type of the group</b>	maximum 40 people
<b>Learning outcomes / objectives</b>	<p>Encourage participants to analyze and evaluate challenging statements about the fashion industry.</p> <p>Outcome: Develop participants' critical thinking skills by promoting the ability to assess information, consider multiple perspectives, and form well-reasoned opinions.</p> <p>Foster an understanding of key challenges within the fashion industry, such as environmental impact, labor exploitation, and cultural appropriation.</p>

	Develop self-awareness and the ability to provide and receive feedback constructively, contributing to personal and intellectual growth.
<b>Activity Outline</b>	
<b>Goal/main focus</b>	To provide a space for participants to express their views on challenging statements about fashion industry
<b>Duration</b>	1h 30 - 2 h (depends on how many statements are played)
<b>Introduction to the topic</b>	<p>The fashion industry, a dynamic and influential force in the global economy, has far-reaching impacts that extend beyond the runway and into the lives of individuals and the environment. While fashion is often associated with creativity and self-expression, its rapid pace and expansive reach have given rise to a host of complex and sometimes concerning consequences. Understanding the multifaceted impacts of the fashion industry is crucial as consumers, policymakers, and industry stakeholders grapple with the challenges of sustainability and ethical practices.</p> <p><b>Environmental Footprint:</b></p> <p>One of the primary concerns stemming from the fashion industry is its significant environmental footprint. The production of clothing involves resource-intensive processes, from cultivating raw materials to manufacturing, dyeing, and transportation. This, coupled with the rise of fast fashion, contributes to deforestation, water pollution, and excessive greenhouse gas emissions. As consumers continually seek the latest trends, the industry's environmental impact has become a pressing issue that demands attention and innovative solutions.</p> <p><b>Fast Fashion and Consumer Culture:</b></p> <p>The advent of fast fashion, characterized by rapid production cycles and affordable clothing designed to quickly respond to ever-changing trends, has ushered in a culture of disposable fashion. This phenomenon encourages excessive consumption and frequent disposal of garments, leading to a surge in textile waste. Landfills are burdened with discarded clothing, often made from non-biodegradable materials, exacerbating environmental degradation.</p> <p><b>Labor Exploitation:</b></p> <p>The globalization of the fashion industry has given rise to complex and sometimes exploitative supply chains. Workers in many garment-producing regions face poor working conditions, low wages, and limited labor rights. Ethical concerns, including child labor and unsafe working environments, persist in some parts of the industry, raising questions about social responsibility and human rights.</p>

<b>Task Description</b>	<p>The exercise is introduced to the participants as a discussion or an opportunity to express our views on various statements on which people have different opinions. It is an exercise that wants to explore what stand we take in relation with some issues. The activity goes like this: in the room there are two poles, on opposite sides (usually 2 walls facing each other) and on these walls you will see written: I AGREE on one and I DISAGREE on the other.</p> <p>The facilitator will read out loud some statements (you can also have them written on some big paper for everybody to see during the discussion). According to how much you agree or disagree with the statement you need to move in the space towards the specific wall. There is no middle way, either you agree or disagree. After participants position themselves some arguments from each side will be requested. If while listening to different points of view somebody feels that they change their mind they are free to move to the other side. It is also explained and reminded to the participants (at a later stage in the exercise) that there is no right or wrong opinion and no conclusion to be extracted out of these exchanges but just an opportunity to get to know different perspectives.</p> <p>I care about the people who made my clothes  I am aware of the pollution of fashion industry  Buy because the label says its green/recycled  I understand that the fashion industry might be dirty but I can't change anything  Mending clothes is too hard for me  Loved clothes last  All clothes collected in textile containers are distributed to charity  I always like to follow the trends in fashion  It's good to know what my clothes are made from  It's impossible for me to find good clothes in second hand shops  Buying new clothes it's easy and cheap  Sustainable fashion is not affordable  I just can't wear clothes that were worn by someone else before  I prefer to support clothing business that give precedence to fair labor practices, ensuring ethical treatment of their workforce.</p>
<b>Remarks</b>	<p>It is usually recommended to allow a maximum of 10 minutes per each sentence to be debated. After that it becomes tiring and repetitive. The facilitator should also encourage each side to come with new arguments and not to repeat what has already been said. There are high chances that during the activity some people will dominate the discussions; especially the very confident and outspoken ones and here the facilitator should stimulate the ones that talk less to take the word. It often happens for some</p>

	<p>participants to get emotional and personal in the discussion and get affected by how the exercise goes and the facilitator should pay attention and calm down the tension if it exists by reminding them of the aim of the exercise and moving on to another sentence. The neutrality of the facilitator could be challenged in this exercise as they can favor the position they also support by giving more space to those debaters and they need to be careful about it; they should also not express their own point of view because they could influence the group. In the case where one side is not represented strongly one of the facilitators can play "devil's advocate" by bringing on arguments that could challenge the other side. This strategy should be mentioned as such and not give the impression that the facilitator actually thinks that.</p>
<b>Supporting materials</b>	<p>2 papers/signs I AGREE, I DISAGREE to be posted on the 2 opposite walls (areas); optionally, the statements can be written on larger pieces pieces of paper so they are visible during the debate.</p> <p>Tudorache, A. L. (2015). Global Education Manual - To Develop Global Citizen Competencies. ART Fussion Association.</p> <p>Tudorache, A. L. (2017). World's Future in Your Actions. Manual for Facilitators in Global Education. Art Fussion Association.</p>

<b>OVERALL INFORMATION</b>	
<b>Name</b>	From Threads to Trends: Upcycled Tote Bags with a Splash of Art
<b>Purpose/goal of the activity</b>	The workshop aims to promote sustainability by teaching participants how to upcycle old clothes into stylish and personalized tote bags. By incorporating a creative painting element, the activity seeks to inspire individuality and environmental responsibility.
<b>Target group</b>	The workshop is suitable for individuals of all ages, particularly those interested in sustainable practices, fashion enthusiasts, and anyone looking to express their creativity through upcycling.
<b>Profile of the facilitator</b>	An experienced facilitator with a background in sustainable fashion, crafting, and creative expression. The facilitator should possess knowledge of upcycling techniques, fabric painting, and the ability to guide participants in a supportive and inclusive manner.
<b>Profile of the participants</b>	Participants are individuals with an interest in sustainable practices, creative expression, and fashion.

<b>Group briefing</b>	The debriefing session provides an opportunity for participants to share their experiences, discuss challenges faced during the activity, and reflect on the broader implications of upcycling in the fashion industry.
<b>Estimated size and type of the group</b>	maximum 40 participants
<b>Learning outcomes / objectives</b>	<p>Develop practical upcycling skills.</p> <p>Enhance creative expression through personalized tote bag designs.</p> <p>Increase awareness of sustainable fashion practices.</p> <p>Foster a sense of environmental responsibility.</p> <p>Encourage individuality and storytelling through art.</p>
<b>Activity Outline</b>	
<b>Goal/main focus</b>	The primary focus is on empowering participants to repurpose old clothes into functional and stylish tote bags while emphasizing the importance of sustainable fashion choices. The creative painting element aims to add a unique touch to each participant's creation.
<b>Duration</b>	2 hours
<b>Introduction to the topic</b>	The introduction covers the environmental impact of fashion, emphasizing the importance of upcycling as a sustainable practice. Participants will gain insight into the potential of transforming discarded clothing items into fashionable and unique accessories.
<b>Task Description</b>	<p>Upcycling Session(45 minutes):</p> <p>Participants learn and apply upcycling techniques to transform old clothes into functional tote bags. The facilitator will show an example of a Tote Bag created, will teach them how to choose the suitable material, the suitable dimension, and will show them how to sew if it's necessary.</p> <p>Guidance provided on cutting, sewing, and assembling the tote bag.</p> <p>Painting Session (1h hour):</p> <p>Introduction to fabric painting tools and techniques.</p> <p>Participants paint and decorate their tote bags, adding a personal touch to their creations.</p>
<b>Remarks</b>	<p>Participants are encouraged to bring old clothes they no longer use.</p> <p>The workshop promotes a collaborative and supportive atmosphere.</p> <p>Participants are advised to dress comfortably as the activity involves hands-on crafting.</p>
<b>Supporting materials</b>	<p>Scissors</p> <p>Needles and thread</p>

	Old clothes, materials that can be reused Fabric paint, brushes, and other painting supplies Sample tote bags and completed projects for inspiration.