"WEAR(E)ABLE -

BEST DRESSED SUSTAINABLY"

Erasmus+ project 2019-3-AT02-KA205-002603

INTELLECTUAL OUTPUT 3

WORKSHOP
PLAN AND INSTRUCTIONS
--- ANNEXES ---

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Annex 1. Material for day 1

SELF-ASSESSMENT

➢ **FOR INDOOR, OUTDOOR & ONLINE**

- **Which criteria do you use when buying your clothes?**

- **What would you like to transmit about you with your outfit?**

- **What image do you want to convey of yourself to others?**

- **How much time does it take you to choose your outfit/clothes to wear?**

- **Where do you usually buy your clothes?**

- **Do you inspect the label to check the material a garment is made of before you buy it?**

- **Do you check the country of origin of the clothes before buying them?**

- **Do you pay attention to the instructions regarding the ways of washing your clothes?**

- **Do you usually repair your clothes when they break?**

- **How many clothes do you buy, on average, in a year?**

- **What makes you decide whether to use or to remove a cloth from the wardrobe?**

- **How do you discard your clothes?**

➢ **FOR ONLINE**

For the initial assessment activity the easiest way is to create a questionnaire using 'Google Forms' (https://www.google.it/intl/en/forms/about/).It is simple and there are lots of tutorials online explaining how to create it. Remember to register before if you do not have an account yet. Other

3

tools to create it can be Survio https://www.survio.com/it/ or Survey Monkey https://it.surveymonkey.com/. Be careful that the participants get a copy of their answers after finishing filling up the form.

EXPECTATIONS

➢ **FOR ONLINE**

Here you can find an example on how the prepared whiteboard for this activity could look like. Remember, this board will be used also at the end of the whole workshop days, for the final ending session. We give here also an example on how this whiteboard should look like at the beginning and end of the whole path.

On the web you can find other tools to create whiteboards for free but usually an account is needed. The most used are:

- Google Jamboard (If you already have a Google account you can find it among the other tools like Gmail, drive, etc.)
- Miro https://miro.com/
- Reyboard https://www.ryeboard.com/
- Mural https://www.mural.co/
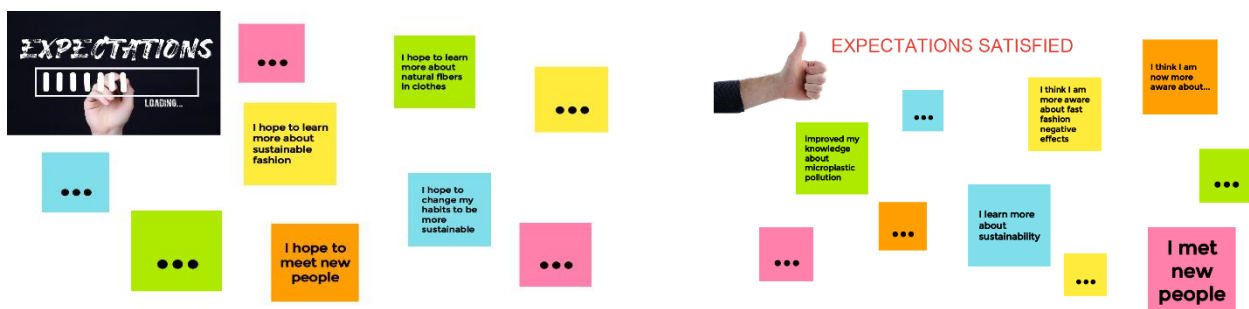
SESSION 1

SUSTAINABLE TEATIME

➢ **FOR INDOOR, OUTDOOR & ONLINE**

Here useful website about the concept of sustainability and the 3 pillars are found:

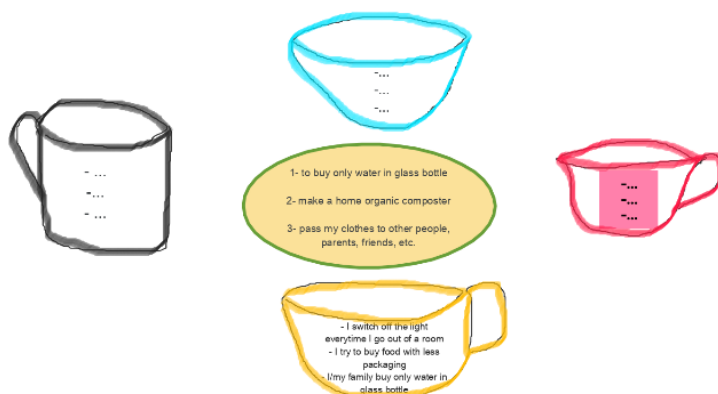| English	- https://www.environmentalscience.org/sustainability - https://circularecology.com/sustainability-and-sustainable-development.html Videos: - https://www.youtube.com/watch?v=rmQby7adocM
German	- https://thesustainablepeople.com/das-drei-saeulen-modell-der-nachhaltigkeit/ - https://www.wir-leben-nachhaltig.at/aktuell/detailansicht/nachhaltigkeit - https://initiative-bettertomorrow.de/was-ist-eigentlich-die-definition-von-nachhaltigkeit/ - https://utopia.de/ratgeber/drei-saeulen-der-nachhaltigkeit-modell/ - https://kinder.wdr.de/tv/neuneinhalb/mehrwissen/extras/beitrag-extra-nachhaltigkeit100.html Videos: - https://www.youtube.com/watch?v=RcNKHQb8QIc
Italian	- https://treccani.it/enciclopedia/sostenibilita/ - https://www.ambientediritto.it/wp-content/uploads/2020/04/LO-SVILUPPO-SOSTENIBILE_Salvemini.pdf (more academic) - https://www.minambiente.it/pagina/pillole-di-sostenibilita - https://www.minambiente.it/pagina/strategia-nazionale-lo-sviluppo-sostenibile - https://www.francoangeli.it/Area_PDFDemo/365.734_demo.pdf
Lithuanian	- https://lt.uzvisit.com/4650-sustainability - https://www.ekoloji.com/lt/ekoloji/surdurulebilirlik-nedir/ - https://dusk.lt/kas-yra-tvari-mada/

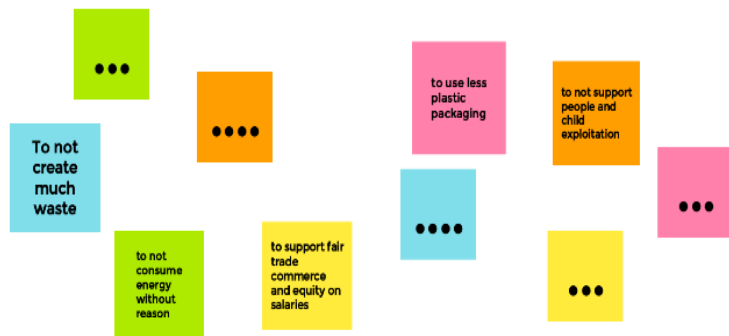|	
	• https://www.bernardinai.lt/2019-08-19-tvari-mada-kaip-ismokti-noreti-maziau-ir-pamilti-tai-kas-yra-spintoje/ • https://vb.vda.lt/object/elaba:8676600/8676600.pdf
Polish	• https://www.gov.pl/web/rozwoj-praca-technologia/zrownowazony-rozwoj • https://www.researchgate.net/profile/Robert-Barelkowski/publication/291348819_SPSD-W01_Koncepcja-zrownowazonego-rozwoju/links/56a1b32c08ae24f6270212c3/SPSD-W01-Koncepcja-zrownowazonego-rozwoju.pdf • https://mfiles.pl/pl/index.php/Idea_zr%C3%B3wnowa%C5%BConego_rozwoju • http://www.howtowearfair.com/ • https://www.youtube.com/watch?v=JKD2TSPfma8 • https://www.youtube.com/watch?v=CZaZFUF8EDA • https://www.youtube.com/watch?v=4U1ilEjIVCQ

➢ **FOR ONLINE**

For this activity you need an online tool to create different whiteboards, as mentioned in the above session, you can find them for free and usually an account is needed. The most used are

- Google Jamboard (If you already have a Google account you can find it among the other tools like gmail, drive, etc.)
- Miro https://miro.com/
- Reyboard https://www.ryeboard.com/
- Mural https://www.mural.co/

Here are some examples of how the whiteboards for this activity could look like approximately

1

REASON ON WHY YOU CHOSE THESE TOP 3/5 HABITS
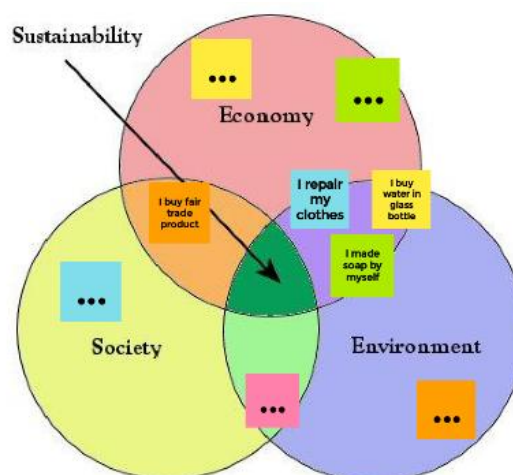
To not create much waste

to use less plastic packaging

to not support people and child exploitation

to not consume energy without reason

to support fair trade commerce and equity on salaries

2

REASON ON WHY YOU CHOSE THESE TOP 3/5 HABITS

To not create much waste

to use less plastic packaging

to not consume energy without reason

to not support people and child exploitation

to support fair trade commerce and equity on salaries

3

Sustainability

Economy

I buy fair trade product

I repair my clothes

I buy water in glass bottle

I made soap by myself

Society

Environment

4

7

ICEBREAKER (before Session 2)

➢ **FOR ONLINE**

Bingo cards should look like this one. In the workshop plan you will find the link where you can find the bingo cards already prepared (only free bingo cards per link, so if the link are not working, you need to create a new one and this is the link https://myfreebingocards.com/bingo-card-generator to create your own ones).
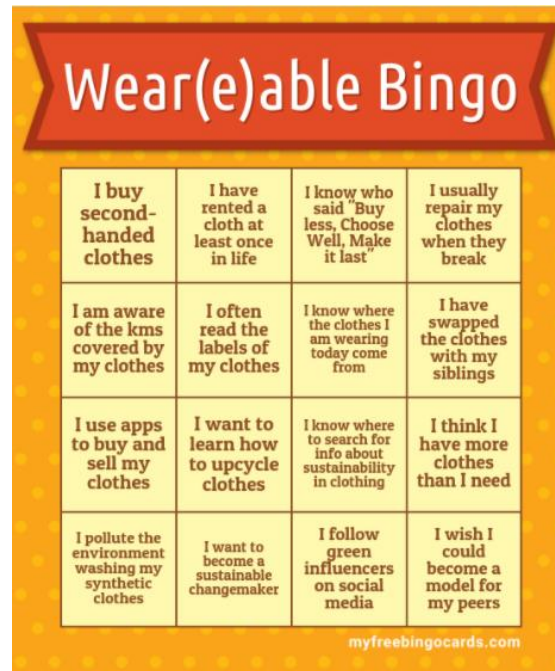
SESSION 2

THE POWER OF IMAGES

FOR INDOOR & ONLINE

For this activity, you can find all links to the images and presentations in the workshop plan instructions, by the way, here under we offer you some important points to stimulate young people's discussion and reflection on the following:

Image 1 It serves to introduce the concept of **lifecycle** and that every process that makes up the cycle of jeans, as well as any other garment we decide to wear (consuming energy and raw materials) has environmental impacts - which the advertising posters do not capture -. The first environmental impact can be measured in emissions of climate-altering gases that contribute to the greenhouse effect (in English carbon footprint).

Image 2 Beyond the numbers, it is important to get people thinking about the concept of **water footprint**, i.e. that all the things we buy we have to imagine in the amount of water that was needed to produce them; you can suggest to visit https://waterfootprint.org/en/water-footprint/product-water-footprint/

Image 3 In this case it is important to compare the **value of the good** and the **human value** (understood as a human resource), which unfortunately are equivalent or even worse often in underdeveloped countries where people who produce the items and are not even able to buy them. An emphasis should be given to the consumer's responsibility to look at the label and investigate whether workers' rights are respected in the country of production (social and economic sustainability).

Image 4 The first image is used to collect the prices assigned by the participants to the item (original value). The second image compares the price cloud that emerged, the selling price of the new item and how much you would pay for it in a second-hand shop. The reflection revolves around the **value of things** and the fact that you can also find a beautiful and sustainable used garment. With this suggestion we should **deconstruct the concept of sustainability = ugly**. There are many where you can buy second-hand clothes and even apps to buy second-and clothes.

Image 5 Taking up the environmental impacts of the suggestions regarding new clothes, the reflection serves to emphasise on the one hand **the beauty of used or recycled clothing** and on the other the **lower impacts** it generates. Therefore, used/recycled clothing does not only have a value, as already highlighted in suggestion no. 4, but an **ethical and sustainable choice also has important effects on the environment**

> 0 km travelled by car

> 0 l water used

Image 6 The point here is to emphasise that **sustainability is innovation**. The first image represents a jacket produced with ECONYL. You may or may not mention the registered name of the fibre, the important thing is to collect the adjectives that the participants will express. The second picture shows the **innovative process** that the company has implemented **to produce objects that are aesthetically, the same as those produced with virgin fibre**, but **with the added value of being circular**, i.e. upcycling other products that would otherwise be disposed: fishing nets, upholstery and other waste products made mainly of nylon.

Image 7 The thinking is that the **pollution caused by our habits is often invisible** to the naked eye, but it is highly present **and therefore** even **more dangerous** because people cannot see and observe in a short range of time the effects. **Microplastics are an example** of an emerging pollutant, they are contained in most of our clothes, and wastewater, even if treated, carries these micropollutants into the environment.

**Image 8** This is the "behind the scenes" of a Maldivian resort.

Image 9 The choice of the second image brings us back to the concept of pollution (especially of surface water) that the clothing sector generates in the places where it is produced. **Pollution and health effects** that we do not perceive as being close, but for which we must begin to take **responsibility through our purchases**. For further information, the film 'Riverblue' is certainly a good opportunity.

Image 10 Reflection should lead young people to understand that in order **to effectively reuse and recycle**, **it is essential to appropriately design the product from the beginning** so that it can be disassembled, repaired, separated, etc.

ENDING SESSION

For this session, as explained in the activity description, young participants can use the self-assessment questions (presented at the beginning of this Annex) to ask their influencer(s), friends and relatives.

Finally, for the final debriefing, in the following images there are some examples on how the whiteboard could look like.


10
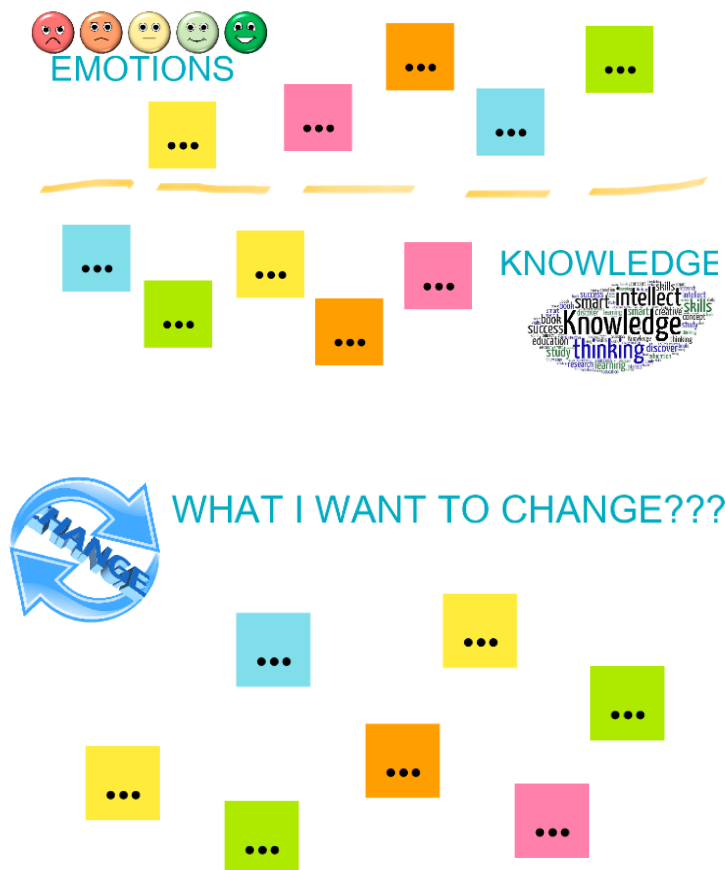
Annex 2. Material for day 2

STARTER/ICEBREAKER

ICEBREAKER

➢ **FOR ONLINE**

For this activity a whiteboard is needed with a world map set as a board background, where participants can create and fix the post-its, as explained in the workshop plan. In the following you see an example of how the board could look like. It is important to include in there a legend to make visible the link between type of cloth and colour of the post-it.
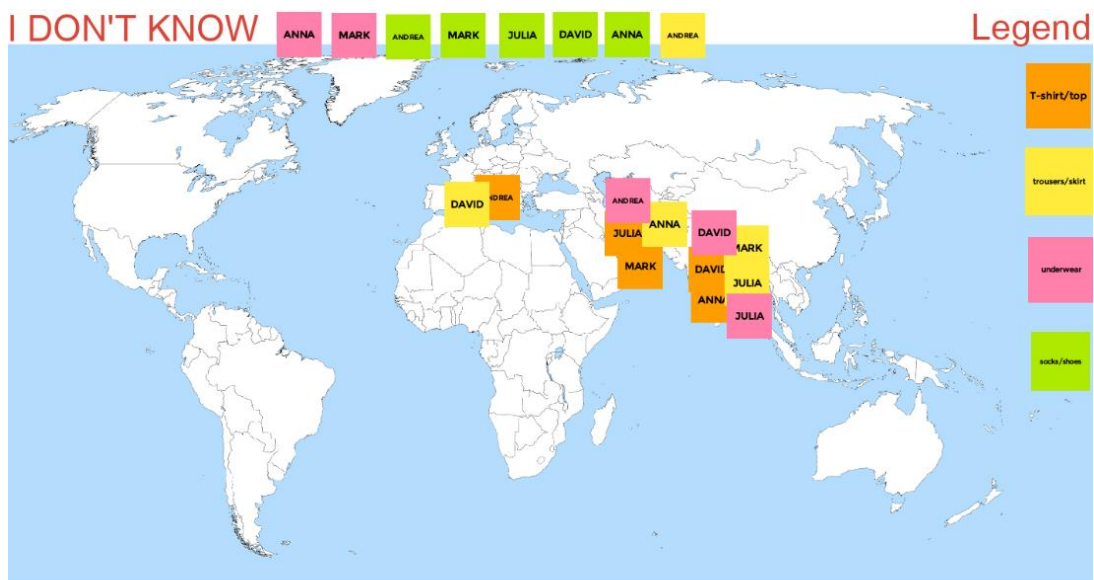
SESSION 2

THE RIGHT PRICE

➢ **FOR INDOOR, OUTDOOR & ONLINE**

Here you find the profiles for the role play:

"RESPONSIBLE OF 'ALTRO CONSUMATORE"

'Altroconsumatore' is the national consumer association. This body has the task of mediating between producers and consumers and has a particular sensitivity to ethical issues in production cycles. You are their managers and your task for today is to facilitate the discussion table, listening to the requests of all the participants, keeping in mind on the one hand the need and right of consumers, and on the other hand the dynamics of production. Your job, then, is to get everyone to come to an agreement. This is the last chance your project manager is waiting for the response to make a press release. You also have the task to track the changes in the values declared and proposed by each participant in this grid like this.

Remember to introduce everyone; you can cart with something like:

"Good morning everyone,

I am XXX from the National Consumer Association. We are here today to come to an agreement on the value of this casual, colourful shirt made from both natural and synthetic materials. Remember that the value by European standards cannot be below 10 € nor above 100 €. At the table today are present, Andrea-consumer representative, Gianluca - consumer representative, …

Consumer will start first. Let's get the discussion started."

Example of template grid for 'Altroconsumatore'

FINAL PRICE AGREED ON:					
S= suggested C=changed (Notes can be added)					
CONSUMER A	CONSUMER B	COMPANY A	COMPANY B	NGO	

"CONSUMER A"

My name is Gianluca, I live in Milan (pricey city) and I am 21 years old. I am very careful about how I spend my money, but I do not miss the trendiest outfits for social events. I like to dress fashionable and go to exclusive clubs, even with dress-code. When I am out having fun with my friends, I never offer drinks to them, and I wait for them to offer something to me. I am saving money for my studies abroad as I wish I could get a degree in Medicine in Oxford, UK. For my personal expenses I can afford spending max 150,00 € per month.

"CONSUMER B"

My name is Andrea, I am 19 years old, I come from Prato (famous for the florid textile factories). I am in an apprenticeship in a textile factory that produces t-shirts and accessories. I am very involved in youth activities and volunteering. I live on my salary and I pay attention to the ethics of products I buy (i.e., I buy fair-trade items, O km vegetable/fruits, etc.). I like to dress fashionably and go to exclusive clubs, even with dress-code. For my personal expenses (net of rent and food), I can afford spending max 300,00€ per month.

"COMPANY A"

I am the owner of an Italian company **'l'uomo in camicia'** (freely transported from an Italian typical saying).

Mid-to-high market sector company.

800 shirts produced per month.

Average price per shirt sold 70 euro (keep in mind that this rice should not be considered as a binding value during the discussion, and it is up to you if you want to use it or not as the starting pint at the round table; however, remember that it includes all fixed and variable costs along with your ordinary profit).

Monthly turnover: **56.000 €**

My company declare these values:

- supplying of local raw materials - **extra cost of 10%** on the final cost of the item
- treatment of polluted water & emissions into the atmosphere and waste disposal, in accordance with regulations - **2000/3000 € per year**

- 25 workers hired with a regular contract according to the CNN national labour contract **(1200/1500 € per month)**

- compliance with the safety standards inherent in the working environment - **roughly extra cost of 5% on the final cost of the item**

- taxes - **40% of the annual turnover**

- **5000 social followers**

- ethics in production **4 out of 5 stars**

Business proposal for the influencer, **8% of monthly turnover**.

"COMPANY B"

I am the owner of the italian company named **F&F 'Fast and Fashion'.**

Low-medium market sector company.

I have a production of standardised products in large quantities - **4000 shirts** produced per month.

Average price per shirt sold 25 euro (keep in mind that this rice should not be considered as a binding value during the discussion, and it is up to you if you want to use it or not as the starting pint at the round table; however, remember that it includes all fixed and variable costs along with your ordinary profit).

Monthly turnover: **100.000 euros**

During the round table, you can use all the arguments you want to justify your practices (even using misleading communication - i.e., deciding to keep some facts undisclosed or altering the information given in this profile).

In order to save costs, I have relocated my production to Bangladesh because:

- supplying of raw materials - **extra cost of 2%** on the final cost of the item

- lack of treatment of polluted water & emission into the atmosphere and wear wat disposal - 2**00/300 euros** per year

- 100 workers, who were previously unemployed **(200 euros per month)**; 70% of the workforce is without regular contract

- weak compliance with the safety standards inherent in the working environment - **10 accident in the last 6 months**

- taxes - **5% of the annual turnover**

- **15.000 social followers**

- ethics in production **2 out of 5 stars**

Business proposal for the influencer, **8% of the monthly turnover**.

"INFLUENCER"

I am an established influencer in the area of physical wellness products (especially supplementS). I am getting into the fashion world because I would like to be a brand ambassador in the clothing industry.

My primary goal is to have more and more followers. I have to choose which brand/manufactures among the present ones to collaborate with, and I have to choose it after today's meeting.

My role during the discussion is **to collect as much information** as possible about the companies and the consumers to make your choice.

If, during the discussion, you end up having already a clear idea of who you would like to collaborate with, you are allowed to support companies' arguments to get more followers (you better look at the consumer at the round table as potential new followers).

Business affair:

Both companies offer you **8% of the monthly turnover** (you may need a calculator)

Example of questions to the **companies**:

- How many followers do you already have?
- What is your monthly turnover?
- Where is your production located?

Example of question for the **consumers:**

- How relevant are influencers to you and your close friends?
- Do your friends have the same dressing habits you do?
- How much do you consider the prices of the garment you buy?

"NGO"

I am the representative of an Italian NGO 'In fashion we believe' that works in developing countries, particularly in Southeast Asia. A few weeks ago, we launched a new social campaign #wear(e)ableforchange to raise awareness among young people about the critical issue related to the manufacturing delocalization

in environmental (and social) terms for local communities. The latest report on 'sustainable fashion' denounces serious conditions:

- **exploitation of underpaid workforce (40%** of the sample analysed does not earn enough to cater for their primary necessities)
- absences of personal protective equipment and safety measures (**on average 10 accident in the last 6 months** in every firm in Southeast Asia)
- unequal ratio between working hours and rest (on average **12 working hours per day**)
- absence of regular employment contracts **(70% of cases with no contract**)
- **serious environmental damages** - especially to surface water resources (the main supply for the local population) and the accumulation of increasing amounts of special solid waste: 2 out of 3 companies do not have any treatment of polluted water & emissions into the atmosphere.

"**OBSERVER"**

I am an external observer. My task is to look and take note/record of specific elements that could emerge during the round table discussion. If you are alone, pick up at least the first elements to observe from the list below. If there are more than one observer in the game, we advise you to split the following elements.

1 - Who is leading the discussion? What are the power relations among the various actors (consumer - consumer, consumers-producers, producers-producer, producer - influencer, producer - influencer, etc.)?

2- Which arguments the actors have been focusing on the most in relation to environment, social and economic sustainability?

3- What are the main arguments brought into play by the various actors to support the value/price they propose during the discussion? Do they sound clear to you?

4- Did the players change position/ideas during the discussion? How? why? When?

5- Did Recognize any emotional aspect manifester by the actors to lead other players to support their own ideas?

You can prepare for yourself a notebook/paper with different areas for each element to observe and another empty area to another note or important input that could catch your attention or curiosity.

Example of template for the observer:

ELEMENTS TO OBSERVE: 1-... 2-... 3-...					
CONSUMER A	CONSUMER B	COMPANY A	COMPANY B	NGO	INFLUENCER

Here you can find interesting hints for the debriefing of the activity that can also serve as input in case the players ask for help in the initial phase where they are presented with the profile of the roles they will play:

1. INFORMATION / TRANSPARENCY

In the game, consumers will have the opportunity to directly confront producers by investigating (how much and on which aspects will depend on the game) aspects of production and acquiring information. The discussion can lead to a reflection on whether in the real world such opportunities for confrontation are possible or whether the fast fashion market (like other sectors) leads you to buy "with a click", lacking transparency and awareness.

2. SUSTAINABILITY 1

When defining the value of the garment, actors will argue their positions with aspects of sustainability (economic, social and/or environmental). The discussion can bring out these aspects (tasks assigned to the observers) by comparing them with those that fast fashion and slow fashion use in advertising their products in the real market.

3. SUSTAINABILITY 2

The discussion will mainly focus on some aspects of sustainability. The discussion could bring out which aspects were NOT touched upon by the actors and how these could have changed the outcome of the game.

4. PRICE/VALUE

Are the clothing pricing strategies used by retailers (which we often find convenient) able to absorb all the value considerations that emerged during the game? Economic theory suggests profit margins, i.e. multiplicative coefficients to be applied to the purchase price of the garment supplier. But if one were to include the so-called environmental externalities of production (pollution and fair pay, for example) by reducing profit margins, what would change?

5. EMOTIONS

Participants could be forced to take on the role of a character far from their own personality; we better start from emotions, playful feelings to bring out critical issues and complexities of the production system of which the consumer is often unaware.

6. SIMPLIFICATION OF A COMPLEX REALITY

The game is certainly a simplification of a much more complex and articulated reality; very often in the act of buying. The consumer, on the one hand, underestimates his power in preferring certain products/services and on the other he/she is not fully aware of how much he is conditioned by external forces (advertising, society) in the same act. The effort to delve into this complexity is necessary in order to understand its criticalities and to be promoters of change.

7. EFFORT

Each actor wants to impose their value, so the work of consultation and compromises carried out during this process could be tiring and frustrating. One could reflect on the tendency to settle for values decided by others (influencers, big brands) without "making the effort" to question these truths, focusing instead on what I really need to be happy.

8. THE DARK SIDE OF PRODUCTION

How willing were consumers to change the initial value after hearing the demands of producers, their difficulties, and the impacts of production on the environment and society?

9. DELOCALISATION

It would be useful in the discussion to highlight the differences between the choice of the local producer, attentive to different aspects of sustainability, and the choices of those who have relocated. Do current (economic) profits have consequences in other areas, perhaps in the long term?

ENDING SESSION

SURRISE BAG…

> ### FOR INDOOR, OUTDOOR & ONLINE

As for the VR viewer headset, we have been inspired by Google Cardboard (Google Cardboard is a trademark of Google LLC.). In any case the options to prepare this activity can be:

1- You can buy a VR headset in online stores. You can find the whole and complete kit even via Google Cardboard website, Amazon, Aliexpress and other online shops, furnished with different brands. Sometimes+ you can find some offers.

2- You can construct it on your own, with simple and easily available materials, following the instructions given at Google Cardboard website. In there you can find all instructions to build the VR headset, technical specification and even the possibility of downloading the Google Cardboard App, containing different interesting videos on several topics (see below).

3- you can follow the instruction for a standard VR viewer you can find in the web, like the ones you can find in some tutorial online, in Youtube or by some teacher/didactic blog, like this one, https://www.questacon.edu.au/sites/default/files/resources/teacher-resources/file/VR%20Headset%20Short%20Activity.pdf

>>> IMPORTANT: one of the most important parts of the headset are the lenses. In most of VR headset you need lenses with focal length of 45 mm, from around 34 mm or 25 mm of diameter, and wherever you decide to buy it, remember that online it should also take up to one month for the delivery. You can also find in online instructions on some blogs and in tutorials to build the lenses with parts of plastic bottles. Here we are not explaining this solution due the fact that it has not been tested by our team yet. Finally, remember for a more comfortable experience also furnish the elastic band for the head.

So, in general, if you choose option 2 or 3 you need the following material:

- Headset template here

https://arvr.google.com/intl/it_it/cardboard/manufacturers/(Google Cardboard website direct link)
https://drive.google.com/file/d/0B1LtQQO3eKRfV0E1SjZHa3V6ME0/view (other website template)

- enough cardboard/boxes/pizza box to build the VR viewer(s)
- biconvex lenses, with the right diameter and focal length of 45 mm (for Google Cardboard you need 35mm diameter lenses), you can find them in online stores
- elastic band for fixing the viewer to the head
- scissors or Xacto knife
- glue gun or epoxy depending on the headset you want to build
- pieces of double sided auto-adhesive Velcro, 5 pieces about 2,5 cm * 5 cm, 2 pieces about 2,5cm *2,5 cm, with tabs or legs for easy application for each headset

How to do:

1. Download and print the headset template
2. Glue the template to your cardboard / boxes

3. Cut the template out (Xacto Knife can facilitate this stage)

4. Magnets (for some VR Cardboard type)

5. Place the pair of lenses into the eye-slot of the assembled VR headset. You can use the slots on the cardboard enclosure to place it firmly on the VR headset; assembly the parts following indications on the template. In this tutorial online https://www.youtube.com/watch?v=-KqJAUIG5M8 you can find how to assemble Google Cardboard, but you can find other tutorials to construct other types of VR headset.

6. Now your VR headset is ready, you can choose the videos and place the mobile phone in the proper space.

Here are links to the most significative videos to make participants reflect and enjoy the beautifulness of the nature, its unique way to live and survive, a nature that few young people know or enjoy, or that maybe is too far to reach and experience:

- https://www.youtube.com/watch?v=B66Iqt0K2I0
- https://www.youtube.com/watch?v=f3tWEoCNXoU

Here are links to the most significative videos to make participants reflect on different problems related to fast fashion and clothing industries, something that most of the time is hidden and invisible, again because it seems far, but it is not in terms of impact:

- https://www.youtube.com/watch?v=Ko_BZhIpI1Q

- https://www.youtube.com/watch?v=Gzori_hZxrc

- https://www.youtube.com/watch?v=VqNrHmUdHtQ

You can find also some more interesting videos about both pollution and beautiful environments in VR video in Google CardBoard VR app (at this link https://goo.gl/BiqhHq)

You can furnish the links in a paper included in the surprise bag, directly via message or mail, or you can even create a collection of videos saved in a cloud storage available and for which you can easily create a QR code online for free.

These are links to QR code generator Apps:

1)https://play.google.com/store/apps/detailsid=qrcodereader.barcodescanner.scan.qrscanner&hl=en_US&gl=US

2) https://play.google.com/store/apps/details?id=com.gamma.scan&hl=en&gl=US

These are links to QR code online generator:

https://www.unitag.io/qrcode

https://www.qrstuff.com/

http://goqr.me/

If unfortunately, VR experience is not possible, we also suggest the following docu-videos:

- The true cost
- River blue

> HINT: remember to use the material indicated in the ending session of day 1 for the final debriefing/evaluation.

Annex 3. Material for day 3

SESSION 1

///// shh….art attack

➢ **FOR ONLINE**

Here some interesting website for establishing an online wheel, done or to be done:

https://wheeldecide.com/

https://tools-unite.com/tools/random-picker-wheel

SESSION 2

How to…dress the change!

➢ **FOR INDOOR, OUTDOOR & ONLINE**

Here the template for the project idea development is found. Moreover, in all settings, especially indoor and outdoor (with at least a device per group), you can invite participants to develop a kind of promotional product using https://www.canva.com/ an easy and free (for basic use) tool to create graphic for flyers, postcard, product or service presentation, etc.

TITLE

DESCRIPTION (OF THE IDEA/OBJECT/PRODUCT/ACTION; OBJECTIVE AND UTILITY)

USERS

MATERIAL NEEDED

STEP FOR CONSTRUCTION / REALIZATION

HOW YOU WOULD PROMOTE IT AMONG YOUR FRIENDS AND PEERS? WHAT STRATEGY YOU WOULD ACT?

>if you need help, ask to the facilitators

>if you want you can draw a draft of a prototype in a paper or specific tool online (like www.canva.com or others) or offline.

➤ **FOR ONLINE**

The step before the project idea development foresees a brainstorming moment where young people come up with different ideas for alternative actions. In the online settings, this phase is implemented via a whiteboard; here is an example on how it could look like.

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