



# Call2Nature

## “Disconnected” Activity: *Repair or Rethink*

PROJECT REFERENCE NUMBER:  
2022-1-IT03-KA220-YOU-000085032



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Competence Area	1. Green tech essentials		
Topic	4. Fix or buy? Culture of repairing		
Transversal competence(s)	<input type="checkbox"/> CRITICAL THINKING	<input type="checkbox"/> EMPATHY & RESPECT  <input type="checkbox"/> SUSTAINABLE DEVELOPMENT GOALS	<input type="checkbox"/> SENSE OF INITIATIVE
Name of the activity	<b><i>Repair or Rethink: Sustainable Decision-Making</i></b>		
Learning Outcomes	<ul style="list-style-type: none"> <li>• Foster critical thinking about consumer culture and its environmental impact.</li> <li>• Promote empathy and respect for sustainability principles.</li> <li>• Raise awareness of Sustainable Development Goals related to responsible consumption and production (SDG 12).</li> </ul>		
Duration	180 -210 minutes		
Recommended group size	4-6 participants per group (can be adjusted based on the total number of participants)		
Method(s) Used	<ul style="list-style-type: none"> <li>• Dialogue and Discussion</li> <li>• Project-Based Learning</li> <li>• Community Engagement</li> </ul>		

## Step By Step Description

### **Step 1: Introduction (15 minutes)**

Begin with a discussion about the impact of consumer culture on the environment and the importance of responsible consumption.

### **Step 2: Consumer Analysis (45 minutes)**

- Form small groups and assign each group a common consumer product (e.g., smartphones, clothing, kitchen appliances).
- Ask each group to research and present information about the environmental impact of producing, using, and disposing of that product.

### **Step 3: Sustainable Alternatives (45 minutes)**

- In the same groups, have participants brainstorm and present sustainable alternatives or choices related to their assigned product.
- Encourage them to think creatively and identify ways to reduce environmental impact.

### **Step 4: Group Discussion (30 minutes)**

- Facilitate a discussion about the presented products and sustainable alternatives.
- Discuss how these choices align with Sustainable Development Goal 12 (Responsible Consumption and Production).

### **Step 5: Sustainable Decision-Making Game (45 minutes)**



	<ul style="list-style-type: none"> <li>- Introduce a game where participants are presented with various consumer scenarios, each with different choices and consequences.</li> <li>- Participants must discuss and make choices that reflect responsible consumption.</li> </ul> <p><b>Step 6: Action Plan (30 minutes)</b></p> <p>Have each group create an action plan outlining how they will make more sustainable choices in their everyday lives and how they can promote responsible consumption within their communities.</p>
<b>Required Materials</b>	<p><b>IMPORTANT:</b> Information on consumer products and their environmental impact (can be prepared in advance)</p> <ul style="list-style-type: none"> <li>- Sustainable decision-making game scenarios (prepared in advance)</li> <li>- Whiteboards or flip charts for group presentations</li> </ul>
<b>Learning Setting</b>	This activity can be conducted in a classroom or community center suitable for group discussions and presentations.
<b>Activity Evaluation/ Reflection</b>	Ask participants to reflect on their understanding of responsible consumption and how they plan to implement sustainable choices in their lives.
<b>Useful Resources (not mandatory)</b>	<ul style="list-style-type: none"> <li>- Information about Sustainable Development Goal 12: Responsible Consumption and Production. Link: <a href="https://sdgs.un.org/goals/goal12">https://sdgs.un.org/goals/goal12</a></li> <li>- VIDEO: Environmental Impacts of consumer products: <a href="https://youtu.be/rH8DTc7Mqog?si=aQ5qsT-RBGvEopQb">https://youtu.be/rH8DTc7Mqog?si=aQ5qsT-RBGvEopQb</a></li> </ul>



- VIDEO: Planned obsolescence sucks. Here's why it still exists:  
[https://youtu.be/wzWU7D0S9\\_8?si=oG48R6Ygm6s8E1L2](https://youtu.be/wzWU7D0S9_8?si=oG48R6Ygm6s8E1L2)



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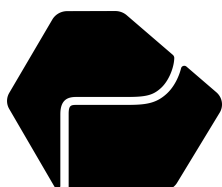
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Civil Connections  
Building robust communities



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