



Call2Nature

“Disconnected” Activity: *Repair or Rethink*

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



Co-funded by
the European Union

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.

Project Reference Number: 2022-1-IT03-KA220-YOU-000085032



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	<i>Repair or Rethink: Sustainable Decision-Making</i>		
Learning Outcomes	<ul style="list-style-type: none">• Foster critical thinking about consumer culture and its environmental impact.• Promote empathy and respect for sustainability principles.• Raise awareness of Sustainable Development Goals related to responsible consumption and production (SDG 12).		
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">• Dialogue and Discussion• Project-Based Learning• Community Engagement		



Co-funded by
the European Union

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.
Project Reference Number: 2022-1-IT03-KA220-YOU-000085032

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)



Co-funded by
the European Union

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.

Project Reference Number: 2022-1-IT03-KA220-YOU-000085032



Co-funded by
the European Union

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.

Project Reference Number: 2022-1-IT03-KA220-YOU-000085032

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

- VIDEO: Planned obsolescence sucks. Here's why it still exists:
https://youtu.be/wzWU7D0S9_8?si=oG48R6Ygm6s8E1L2



Co-funded by
the European Union

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.

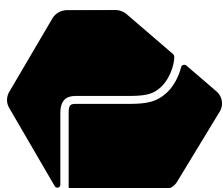
Project Reference Number: 2022-1-IT03-KA220-YOU-000085032



Call2Nature

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

A Project Implemented by:



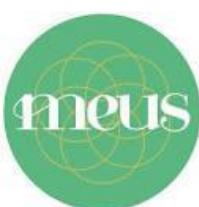
Polygonal

SMARTUP®

Green Village



Civil Connections
Building robust communities



KAINOTOMIA
κέντρο διά βίου μάθησης



Co-funded by
the European Union

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.

Project Reference Number: 2022-1-IT03-KA220-YOU-000085032