

GAME OF CLOTHES

Children's lives in fashion

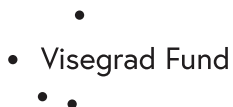
This is an educational and entertaining game. The main aim of the game is to bring the participants closer to the life experiences of children of fashion value chain workers (farmers, garment workers, consumers, second hand shop owners) and get them to examine and understand the differences in their lifestyles and opportunities.

The topic of fashion was chosen 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.

You can find more rules to download in English, Slovak, Czech, Polish and Hungarian on edugames.recycool.academy.

Games were created by Fashion Revolution teams located in the Visegrad countries, with financial support of the International Visegrad Fund. Fashion Revolution is a world-wide movement for transparency in the fashion industry, which leads towards the acceptance of human and environmental rights.

Find more on www.fashionrevolution.org.



Nitka

Objectives

- To appreciate life experiences and opportunities of children whose parents work in the fashion industry internationally.
- To appreciate how these life experiences and opportunities are connected to their own ones.

Description / Rules

This activity introduces stories about children whose parents work in the fashion value chain around the world. It is a role-playing activity during which participants take on the role of certain characters and compare their own life experiences and opportunities with those of the characters they play.

At the end of the activity, participants reflect on the emotions evoked by putting themselves in other people's shoes, and discuss the concept of empathy.

Topics

- The lives and lifestyles of people who live in different parts of the world.
- Where does child labour take place in fashion value chains?

Tools

Cards with printed stories.

ACTIVITY PART 1: WHO ARE YOU?

Each player has a different child's story written on a card (cards are in the attachment). It's OK if more than one player has the same card. Everyone quietly reads their card, and tries to imagine themselves as the child described. To help the players, you can ask them*:

- What is it like being a child where you live?
- What does your house look like?
- What games do you play?
- What jobs do your parents do?
- What's a normal day for you?
What do you do in the morning, afternoon or evening?
- What's your lifestyle?
- What do you do in your free time?
- Do you earn money? If you do, how much?
- Do you get pocket money? What do you spend it on?
- Where do you go on vacation or holiday?
- What makes you happy?
- What are you afraid of?

*Wait a bit after every question to make sure everyone has enough time to imagine the person they are playing.

ACTIVITY PART 2: HOW CAN YOU LIVE YOUR LIFE?

Ask the players to stand side by side in a straight line. Then, read the statements below so that everyone can hear them. After reading each statement, give the players some time to think it over. Next, ask them if they agree with it – if their answer is YES, ask them to take a small step forward. Make sure they are comfortable with their decision to stand still or step forward. It's important that you ask them to keep their identities secret for the time being, and to move silently, without making any comments. Every now and then, as the players move in response to the statements, ask them to look around to see how far they have travelled in comparison to their peers.

- You have a nice and safe home.
- You have never experienced financial difficulties.
- You can go to school and learn basic literacy.
- Your community accepts your language and culture.
- Your opinions about society and politics matter to the people around you.
- People are interested in your opinion on different matters.
- You know where to look to ask for help.
- You have never felt discriminated against.

- You have social care and healthcare.
- You can go on holiday with your family at least once a year.
- You can invite your friends home for dinner.
- You enjoy your life and are full of optimism for the future.
- You are not worried about being abused or attacked on the street.
- Now and then, you can go to the cinema or theatre.
- If you have children in the future, you are confident they will live a good life.
- You can buy new clothes once every three months.
- You can fall in love with whoever you want and are allowed to date them.
- You have access to the Internet and can freely use it.

Participants end up standing in a pattern – some further ahead, some further behind. Have them take a look around and ask themselves:

- Why are they arranged the way they are?
- Who is who?
- Where do they live in the world?
- What's their involvement in and connection to the fashion value chain?

ACTIVITY PART 3: REFLECTIONS

Let one of the players read their story on behalf of the other players with the same story. After each round (story), ask the group some of the following questions:

- Did you have any questions during the game?
- Did you want to raise any issues?
- How did you feel when you couldn't take a step forward?
- When did those of you making progress notice that the others were staying behind?
- At any point, did you feel that basic human rights were not respected?
- Were you able to guess the other characters?
- Was it difficult to play your role and live your story?
- Does this activity mirror our society? If yes, how?
- Can you list the basic human rights which were not respected?

Methodology Tips

- Make sure that the players understand they will be answering questions on behalf of the character they are playing – not on behalf of themselves.
- Stepping forward means putting one foot in front of the other (making tiny steps, each one being the same length), to save space.
- As the game leader, try to be aware of the players' emotions. Some may become overwhelmed by the depth of the feelings – e.g. about injustice – brought out by this game. So make sure to acknowledge how this game can make different players feel.
- The discussion at the end should be moderated, so that it stays focused on the task, while also allowing the players to express how they feel.

Attachement

Stories:

KIZZA

Your name is Kizza. You are a 16-year-old girl and you live in the suburbs of Kampala in Uganda. You have 3 siblings and you play with them and your friends in large landfills near your city. You like to play "hide and seek", because you find lots of interesting things when looking for a hiding place or trying to find your friends. You ride to school on a bike which you found in the landfill and which your father has fixed for you. You like dancing and playing theatre with your girlfriends. Your parents have a second-hand clothing business and when they sell enough products, you and your siblings get ice cream treats as a reward for your help.

Role-playing Game



AZAD

Your name is Azad. You are a 15-year-old girl who works in a factory in Bangladesh where you hand stitch labels onto bags. When the supervisor says so, you have to carry leather skins to the production area. You work long hours from the early morning, but you don't know the hours because nobody taught you how to tell the time. You and your workmates work in one room, sitting next to each other. Often you are hungry. You can leave work after sunset, and then go to your shack next to the factory, where everyone sleeps on the floor. You don't know exactly where you live and work - nobody has told you. Back at home, you attended school for a year, but then your parents sent you to work in the city so you could have a better life. You haven't seen them since and, even if you were to run away, you don't know how you would get to them. Somewhere, you have 4 siblings: 3 sisters and 1 brother. Your arms often hurt and you run out of breath when you carry heavy things.

Role-playing Game

EVA

Your name is Eva. You are a 17-year-old girl and you live in Košice, Slovakia. You are studying at a bilingual grammar school and your father drives you to school every morning. You like Geography and you love to travel. You have already visited Thailand and Indonesia with your parents and you are planning to visit Italy this summer. One day, you would like to go all the way to Australia. Your younger brother has everything that he asks for and you think it's not fair that you need to clean up after him. You sometimes go to a clothing store and buy nice new things for yourself. Recently, you have discovered second-hand stores. You instantly liked them for their cheaper prices, so you started to shop there more. You are attending a protest against climate change with your classmates and you would like to help save the planet and help the environment.

Role-playing Game

BABAR

Your name is Babar. You are a 14-year-old boy and you live in the suburbs of Karachi, a city in Pakistan. Your parents commute to a textile mill and when they work, you look after your sisters who are 13 and 15 years old. Your parents are often away, so you enjoy their company and the tasty food they bring when they return. Occasionally, you attend school and you often play with your friends on the street. Your friends are mostly children from Bangladesh or Afghanistan, who came here with their families to work and are living here, like you, in poverty. Sometimes, you share your food with them, because they are very hungry. You can read slowly and know most of the letters.

Role-playing Game

RADHAKRISHAN

Your name is Radhakrishnan. You are a 15-year-old girl living in the Vidarbha region of India. Your father is a farmer and, like many people in the area, he grows cotton. Sometimes, you attend school, but you work in the fields or look after your younger siblings when needed. You play with your friends only occasionally, because work usually takes up most of your free time. Because there's not much time to attend school, so far you have only learned how to read and write. Sometimes you are hungry, because there is nothing to eat, especially when the monsoon destroys the harvest, or when the amount of cotton grown doesn't bring in enough money to buy food. You get water from a well on the street and carry it to your shack in buckets. Sometimes it tastes weird.

Role-playing Game



DAVID

Your name is David. You are an 18-year-old boy and you live in the city of Brno, in the Czech Republic. You are a student at a secondary school specialising in fashion. You have had a part-time job since you were 15 and your parents want you to be independent. You go on holidays once a year with your parents and brother. You go to festivals and go camping with your friends. You feel different and like to show your individuality. You enjoy rummaging around second-hand stores or flea markets. You mostly wear clothes that you have made yourself and like the idea of sustainable fashion. This topic is very close to your heart, and will be even more so, when your secondary school opens a new course called EcoTextile.

Role-playing Game

JEKATERINA

Your name is Jekaterina. You are a 17-year-old girl who lives in the suburbs of Rivnev in Ukraine, on the border with Belarus. You are in high school, but in the evening, you go to work to contribute to your family's income. Your mother is long-term unemployed and your father works at a textile factory. He is a supervisor and works 12-hour shifts. You have two younger siblings and you share a bedroom with them. Since you work so many hours, you don't have much time for your friends and hobbies. You are secretly saving money, so you can study English and hopefully attend university abroad.

Role-playing Game