

Fashion beyond fashion: rethink everything!

Vittoria Liucci | 11/09/2023

The students will analyse new methods to make more sustainable fashion enterprises to ensure well-being of the Planet and the community, to implement a circular economy through the reuse and recycling of clothing., choosing different materials, using less water.

LEARNING OBJECTIVES

Understanding how to reprocess and reuse textile waste

Analysing how to transform textile waste into products for hygiene, furniture

Making an audiovisual

C'S OF EDUCATION

COLLABORATION

COMMUNICATION

CRITICAL THINKING

CREATIVITY

AGE GROUP

From 16 to 19

SCENARIO LANGUAGE

English

TOTAL DURATION

5 hours 15 minutes

SUBJECTS

ART

CITIZENSHIP - CULTURE - SOCIETY

CROSS CURRICULAR

DESIGN - TECHNOLOGY

DRAMA - ECONOMICS

INFORMATICS / ICT

LANGUAGES

NATURAL SCIENCES

COLLECTING DATA



Interactive video

INTERACT & INSTRUCT

C'S OF EDUCATION

CRITICAL THINKING

TOOLS

Interactive video tool

SPACE FORMAT

Public

POSITION OF LEARNERS

Together

ROLE OF TEACHER

Teacher-led

DESCRIPTION

The teacher shares a video with the students to which feedback questions, instructions or quizzes have been added. By analyzing the individual results on the platform of the tool, the teacher gets feedback on the understanding of the students on garments that end up in landfills or are burned.

1
HOUR
30
MINUTES

Web quest

INVESTIGATE & RESEARCH

C'S OF EDUCATION

COMMUNICATION

CRITICAL THINKING

TOOLS

Both resource list and questions can be added to a shared online document.

SPACE FORMAT

Private, limited distraction

POSITION OF LEARNERS

Alone

ROLE OF TEACHER

Teacher at the side

DESCRIPTION

Students are presented with a specific problem or question and with a selection of resources (usually a list of links to online materials) that they can use to answer the question on the long life of natural fibers to make a garment in opposition to the short life of mass production and fast fashion.

MAKING AN AUDIOVISUAL

1
HOUR
30
MINUTES

Presentation

CREATE

C'S OF EDUCATION

COLLABORATION

COMMUNICATION

CRITICAL THINKING

CREATIVITY

TOOLS

Computer presentation software (online or offline) and hardware (a projector or an LCD screen). Tools for presenting offline, e.g. flip charts with markers, mobile whiteboards etc.

SPACE FORMAT

Public

POSITION OF LEARNERS

Small groups

ROLE OF TEACHER

Independent learning

DESCRIPTION

Teams of students do research on a topic they have chosen or have been assigned to and they prepare a presentation which they will then show to other students to demonstrate their findings on transforming textile waste into products for hygiene, furniture or new garments.

PROJECT OUTCOME

1
HOUR
0
MINUTES

Gallery walk

PRESENT & SHARE

C'S OF EDUCATION

COLLABORATION

COMMUNICATION

CREATIVITY

TOOLS

Image based tools: image sharing tool, online whiteboard ; Multimodal production tools : digital pinboard, presentation tool; Knowledge organization and sharing tools: social bookmarking tool.

SPACE FORMAT

Public

POSITION OF LEARNERS

Small groups

ROLE OF TEACHER

Teacher at the side

DESCRIPTION

Firstly student work in small groups on a certain topic assigned by the teacher. Then, they are divided into new groups and rotate between the stations teaching each other about the content they were working on.

SELF-EVALUATION

30
MINUTES

Quiz

ASSESSMENT & FEEDBACK

C'S OF EDUCATION

COMMUNICATION

CRITICAL THINKING

TOOLS

Online quiz platform and a quiz prepared by the teacher in advance.

SPACE FORMAT

Fully virtual

POSITION OF LEARNERS

Small groups

ROLE OF TEACHER

Teacher at the side

DESCRIPTION

A short, ungraded online quiz to check for understanding (True/False, multiple choice, matching, etc.). Students can discuss their answers in pairs before answering. Both students and the teacher receive immediate feedback. Depending on the type of quiz (with questions displayed on the main screen or on students' devices only), the teacher can provide general feedback for the whole class group.



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