



Volunteering for a
Sustainable World

VOW

The Sustainable Volunteer

**TOOLKIT for Organisations and Volunteers on
Sustainable Economy Development Skills and Pathways**



Co-funded by
the European Union



THE JOURNEY OF A FAIR TRADE PRODUCT

Raise awareness among volunteers of the progress that Oxfam Intermón has achieved in many countries such as India to eradicate poverty and inequalities thanks to their great contributions.

INFORMATION

USEFUL FOR

Volunteers and operators in the organisations

TYPE OF TOOL

Video

DURATION

20-25 minutes

MAIN FIELD OF ACTION

Fair Trade

RELATED SDGs

[1 - No Poverty](#)

[5 - Gender Equality](#)

DESCRIPTION

When you enter the website (link in the next section) you will find a map of several cities in India, and you are free to choose which one to click on and listen to what they have to tell you with videos.

The objective is to raise people's awareness about how fair trade and humanitarian aid causes positive impacts in the lives of many by showing them the journey of a fair-trade product.

We don't need anything to implement it because it already exists, but if this was not the case it would be useful to have someone with skills on how to set up a website and some videos about the impacts you are having in some country.

ONLINE ACTIVITY (available in Spanish only – use your browser translation)

<https://web.oxfamintermon.org/minisites/viajaraindia>



FAIR TRADE PICTONARY

Familiarise new volunteers with words that are related to fair trade, whether they are more or less technical in a pleasant and fun way.

INFORMATION

USEFUL FOR

- Managers and volunteer trainers, organisations working with volunteers
- Volunteers and operators in the organisations

TYPE OF TOOL

Game

DURATION

Depends on how much fun you are having

MAIN FIELD OF ACTION

Fair Trade

RELATED SDGs

[8 - Decent Work and Economic Growth](#)

DESCRIPTION

The pictonary consists of one person drawing a picture based on a secret word and the others trying to guess the word correctly. But in this Pictionary the secret words will be related to Fair Trade.

The goal is for people who play to become familiar with the words of fair trade and their meaning. So that they understand more the values of decent work, economic growth and the fight against inequalities.

It can be implemented very easily with a quick list of 50-70 words about fair trade, a pencil and a piece of paper.

SUPPORTING MATERIAL

[VoW Word PR3 Fair Trade Pictionary materials.pdf](#)





SDG QUIZ

Make volunteers have a global concept of what each SDG represents with simple and short examples that helps them to remember everything easier.

INFORMATION

USEFUL FOR

- Managers and volunteer trainers, organisations working with volunteers
- Volunteers and operators in the organisations

TYPE OF TOOL

Game

DURATION

5 minutes

MAIN FIELD OF ACTION

SDGs Awareness

RELATED SDGs

All 17 SDGs are relevant for this activity

DESCRIPTION

It is an online questionnaire where volunteers have to choose between two answers to questions about the SDGs. The goal is to ensure that they internalize the meaning of every SDG. To implement it you need that they have electronic devices.

ONLINE ACTIVITY (available in Spanish only – use your browser translation)

<https://juegosods.com/quizz>





SDG GAME

Give volunteers data and ideas to implement responsible consumption, climate change and sustainability actions.

INFORMATION

USEFUL FOR

- Managers and volunteer trainers, organisations working with volunteers
- Volunteers and operators in the organisations

TYPE OF TOOL

Game

DURATION

10 minutes

MAIN FIELD OF ACTION

Green Actions
SDGs Awareness

RELATED SDGs

[11 – Sustainable Cities and Communities](#)

[12 - Responsible Consumption and Production](#)

[13 - Climate Action](#)

DESCRIPTION

There are three interactive online games, one for each mentioned SDG (11, 12, 13). The aim is to ensure that the person who performs them is aware of these issues and has the initiative to implement actions to improve this situation. To implement it you need that they have electronic devices.

ONLINE ACTIVITY (available in Spanish only – use your browser translation)

<https://juegosods.com/imagenes-interactivas>





CLIMATE FRESK WORKSHOP

Teach employees and volunteers about climate change and the levers of action within a professional context.

INFORMATION

USEFUL FOR

- Managers and volunteer trainers, organisations working with volunteers
- Volunteers and operators in the organisations

TYPE OF TOOL

Workshop

DURATION

3,5 hours

MAIN FIELDS OF ACTION

SDGs Awareness
Sustainability

RELATED SDG

[13 - Climate Action](#)

DESCRIPTION

This is an online workshop that brings together participants from different companies to teach them about climate change and the levers of action within the professional context so that they feel empowered to take effective actions as employees and citizens. To implement it you need that they have electronic devices.

For individual participants, the workshop is free.

ONLINE ACTIVITY

[Workshop registration \(world\)](#)





SDG ESCAPE ROOM (online version)

Give volunteers some data about responsible production and consumption so they have to think about new ideas of sustainable actions in order to get out of the virtual escape room.

INFORMATION

USEFUL FOR

Volunteers and operators in the organisations

TYPE OF TOOL

Game

DURATION

1 hour

MAIN FIELDS OF ACTION

Action on Economic Choices

SDGs Awareness

Sustainability

Taking Action

RELATED SDG

[12 - Responsible Consumption and Production](#)

DESCRIPTION

It is a virtual escape room where volunteers will learn about responsible consumption and production and the aim is to make sure that the volunteers are aware of SDG12 and also, that they can think about new sustainable actions to implement in their daily life.

To play this game you only need a PC or a laptop.

You cannot play alone, so you much have a team of volunteers to play.

ONLINE ACTIVITY

www.rsm.nl/positive-change/escape-room





GO GOALS!

Make volunteers have a global concept of what each SDG represents with simple and short questions.

INFORMATION

USEFUL FOR

Volunteers and operators in the organisations

TYPE OF TOOL

Game

DURATION

1 hour

MAIN FIELD OF ACTION

SDGs Awareness

RELATED SDG

All 17 SDGs are relevant for this activity

DESCRIPTION

Go Goals! is an online game where you can find a photo of the SDGs and when you click in one of the SDGs it leads you to a mini quiz of each of them. There are 4 to 5 questions per SDG.

The aim is to raise awareness within the volunteers about all the SDGs.

To play you will only need an electronic smart device.

ONLINE ACTIVITY

www.bookwidgets.com/play/QKUJZZ

<https://go-goals.org>





THE FAIR TRADE COCOA JOURNEY

Increase practical knowledge on fair trade starting from cocoa's journey to becoming chocolate.

INFORMATION

USEFUL FOR

- Managers and volunteer trainers, organisations working with volunteers
- Volunteers and operators in the organisations

TYPE OF TOOL

Video

DURATION

04:11 minutes

MAIN FIELD OF ACTION

Fair Trade

RELATED SDG

8 - Decent Work and Economic Growth

DESCRIPTION

Chocolate is one of the products that brings people closer to fair trade. In this video, which combines drawings and footage, the entire journey from the plant to the chocolate bar is told with the aim of making all the steps known. *The video can be captioned using YouTube's "Auto Translate" feature (accessible via settings).*

It is useful for being able to explain to people how a fair trade product is created and also to help them understand all the steps related to harvesting, transport and processing.

The viewing of the video must be implemented with the explanation of the fact that fair trade products are also closely linked to international transport and that any price increases are not passed on to the producers.

ONLINE ACTIVITY

www.youtube.com/watch?v=fZHx0L7HZk





CHOOSE YOUR SIDE

Raise awareness of the positive impact of fair trade starting from the lives of coffee and cane sugar producers.

INFORMATION

USEFUL FOR

- Managers and volunteer trainers, organisations working with volunteers
- Volunteers and operators in the organisations

TYPE OF TOOL

Video

DURATION

06:50 minutes (coffee video)

11:53 minutes (sugar video)

MAIN FIELD OF ACTION

Fair Trade

Taking Action

RELATED SDG

8 - Decent Work and Economic Growth

DESCRIPTION

The two videos proposed arise from an Altromercato campaign entitled “Scegli da che parte stare” (*Choose your side*); *both can be captioned using YouTube's "Auto Translate" feature (accessible via settings).*

The videos are useful for storytelling because people can understand the history of the producers, highlighting the positive aspects of fair trade, but at the same time they allow people to understand their role as consumers.

A discussion should be added starting from these simple statements: “There are products that are not good for everyone. We hold them in our hands every day, thinking we know them, but really, we do not know anything. Coffee and sugar are two of them.”

ONLINE ACTIVITY

Video about coffee: https://www.youtube.com/watch?v=yySaTko7i_A

Video about sugar: <https://www.youtube.com/watch?v=z1x0HGW9T3c>





FAIR GAME

Involve volunteers regarding the effects of environmental exploitation, child exploitation, green washing, and inequality.

INFORMATION

USEFUL FOR

Volunteers and operators in the organisations

TYPE OF TOOL

Game

DURATION

The duration depends on compliance with the rules of the game.

MAIN FIELD OF ACTION

Green Actions
Fair Trade

RELATED SDG

[10 - Reduced Inequalities](#)

DESCRIPTION

FAIR GAME is a fun card game created by a group of young people participating in the EU-Wise Young Citizens-Consumers project with the support of Equo Garantito.

The game allows for the involvement of a minimum of two to a maximum of 5 players (9 players in the case of combining two decks of cards), ages 6 and up.

Taking inspiration from a very popular game, in FAIR GAME players take turns drawing cards until someone draws an “explosion” card: environmental exploitation, child exploitation, green washing, and inequality cards in fact get you out of the game! You continue by taking turns drawing until only one player remains. Other cards (and card combinations) reduce your chances of being eliminated. ALTERNATIVE cards, or Fair Trade principles, save from elimination, but care is needed because danger is around the corner. In the face of poor wages, record deforestation, worker exploitation and inequity, it is up to all of us to try to win this game.

SUPPORTING MATERIAL

Download the deck of cards

Front: https://euwise-project.eu/wp-content/uploads/2022/10/fronte_carte.pdf

Back: https://euwise-project.eu/wp-content/uploads/2022/10/retro_carte.pdf

Rules for playing: https://drive.google.com/file/d/1yb7jawX9KeY_40B7rMDTkwlXnZehcDta/view





WORLD CAFÉ

The World Café method is designed to create a safe, welcoming environment in which to intentionally connect multiple ideas and perspectives on a topic by engaging participants in several rounds of small-group conversation.

INFORMATION

USEFUL FOR

- Managers and volunteer trainers, organisations working with volunteers
- Volunteers and operators in the organisations

TYPE OF TOOL

Discussion

DURATION

90 – 120 minutes

MAIN FIELD OF ACTION

Fair Trade
Taking Action

[RELATED SDG](#)

[17 - Partnership for the Goals](#)

DESCRIPTION (part 1)

The World Café is a simple, effective, and flexible format for hosting large group dialogue. Each element of the method has a specific purpose and corresponds to one or more of the design principles. The World Café can be modified to meet a wide variety of needs. Specifics of context, numbers, purpose, location, and other circumstances are factored into each event's unique invitation, design, and question choice.

You need:

- 4 chairs for each table (ideally) – and no more than 5
- colorful pens on the tables and a plentiful supply of blank paper

How it works:

Decorate the space to really feel like a bar, with small tables for 4 or 5 people. Less than 4 participants per table are insufficient due to the lack of diversity of perspectives; more than 5 limits the interaction time each can use.

Distribute tables around the space in a haphazard, seemingly messy manner, rather than in perfect lines. The tables of a bar that has been open for a few hours appear more welcoming and relaxing.

Use colorful tablecloths on the tables, and maybe some flowers, or even a candle. Plants and greenery enrich and make the space pleasant.





WORLD CAFÉ

The World Café method is designed to create a safe, welcoming environment in which to intentionally connect multiple ideas and perspectives on a topic by engaging participants in several rounds of small-group conversation.

INFORMATION

USEFUL FOR

- Managers and volunteer trainers, organisations working with volunteers
- Volunteers and operators in the organisations

TYPE OF TOOL

Discussion

DURATION

90 – 120 minutes

MAIN FIELD OF ACTION

Fair Trade
Taking Action

RELATED SDG

[17 - Partnership for the Goals](#)

DESCRIPTION (part 2)

Place at least three white sheets of paper to write on each table, with colored markers. Paper and markers encourage participants to write and draw to tell or connect their ideas.

Consider the possibility of adding paintings or posters to the walls, even very simple ones, and ensure that adequate music makes the environment pleasant.

As a good tradition of **hospitality**, make snacks and drinks available.

Points to consider:

- Clarify the purpose
- Create a welcoming space
- Deal with important issues
- Encourage everyone's contribution
- Connect different perspectives
- Listen to insights and share discoveries

SUPPORTING MATERIAL

<https://theworldcafe.com>





FAIR TRADE PICTONARY - Altromercato VERSION

In-depth analysis of the Fair Trade Pictionary developed by Oxfam Intermón through the stories of producers (from Palestine, Philippines, Morocco etc.).

INFORMATION

USEFUL FOR

- Managers and volunteer trainers, organisations working with volunteers
- Volunteers and operators in the organisations

TYPE OF TOOL

Game

DURATION

Depends on the amount of time you want to spend on it.

MAIN FIELD OF ACTION

Fair Trade

RELATED SDG

8 - Decent Work and Economic Growth

DESCRIPTION

This is an implementation of the Fair Trade Pictionary developed by Oxfam Intermón; it can be played as a continuation of the latter or separately. Its progression is as follows:

- 1) The chosen person selects a photo and matches a secret word to it (choosing it from the list of words/actions related to Fair Trade).
- 2) The other players looking at the photo must try to guess the secret word.
- 3) Once you have guessed the secret word, you can delve into the history of the producers who appear in the photo.

In the starting pack, there are photos of producers from the following organisations:

- PFTC - Philippines
- Meru Herbs - Kenya
- Al Reef PARC - Palestine
- CraftLink – Vietnam

You can expand the starting pack by adding photos of other fair trade producer organisations, always mentioning which ones they are.

SUPPORTING MATERIAL

[VoW Word PR3 Fair Trade Pictionary \(altromercato version\) materials.pdf](#)



THE STORY OF ELI

Make new volunteers aware of the ongoing climate crisis and the need for a change of course, starting with individual choices.

INFORMATION

USEFUL FOR

Volunteers and operators in the organisations

TYPE OF TOOL

Reading List

DURATION

30 minutes

MAIN FIELD OF ACTION

Green Action

Taking Action

RELATED SDG

[13 - Climate Action](#)

DESCRIPTION

The Story of ELI is a graphic novel produced by the “Illustrated Climate” Easmus+ project. A graphic novel is a great tool to convey content and inspire young people.

Set in the year 3070, the Story of ELI relates that the Earth has been unable to provide resources for the rapidly growing and never satiated species called homo sapiens for a thousand years. One day the 15-year-old protagonist ELI, has a vision and intends to return to live on Earth. ELI realises that human society must change course to avoid repeating the same mistakes, but it is difficult to convince everyone to follow.

The graphic novel aims to communicate aspects of climate change and other environmental issues.

By reading it, people can learn about environmental problems and sustainable solutions to these challenges.

ONLINE RESOURCE

www.enter-network.eu/eli-graphic-novel





EXPLORING RESILIENCE

Through the viewing of videos and a cooperative activity, participants are led to reflect on how they can contribute to building resilient spaces and communities.

INFORMATION

USEFUL FOR

Volunteers and operators in the organisations

TYPE OF TOOL

Video
Role-play

DURATION

2-3 hours

MAIN FIELD OF ACTION

Sustainability

RELATED SDG

[11 – Sustainable Cities and Communities](#)

DESCRIPTION (part 1)

This activity can be proposed in a training module for volunteers and operators of Fair Trade organisations. It allows the concept of resilience to be explored and put into practice and consists of two parts:

The first one consists of watching some videos made thanks to the Erasmus+ project BfR - Breakthrough for Resilience. The videos show experiences of people, places and communities that represent good examples of resilience. The viewing of the videos is followed by a discussion led by the facilitator who can ask participants if they know of other experiences of resilient places and communities.

This is followed by the second part of the activity, in which participants collaborate to develop action plans supporting neighbouring villages affected by disasters. They assess their own community's resources and infrastructure and brainstorm ways to assist. Through group discussions and mapping out ideas with sticky notes, they explore effective response strategies, emphasising local resource utilisation. This activity fosters collaboration, critical thinking, and empathy in addressing disaster challenges.

Implementation:

1. The facilitator sets the scenario: a nearby village faces disaster, prompting residents to seek refuge in another village. They stress the need to use existing resources effectively (5 minutes)
2. The participants discuss their village's resources, infrastructure, and services, guided by specific questions (5 minutes)
3. Small groups brainstorm action plans leveraging available resources, considering housing, services, and social support (5 minutes)





EXPLORING RESILIENCE

Through the viewing of videos and a cooperative activity, participants are led to reflect on how they can contribute to building resilient spaces and communities.

INFORMATION

USEFUL FOR

Volunteers and operators in the organisations

TYPE OF TOOL

Video
Role-play

DURATION

2-3 hours

MAIN FIELD OF ACTION

Sustainability

RELATED SDG

[11 – Sustainable Cities and Communities](#)

DESCRIPTION (part 2)

4. The groups use sticky notes to illustrate their plans on a village map, presenting each action briefly (15 minutes)
5. The groups present their plans, with time for questions and feedback (10 minutes)
6. A facilitated group discussion identifies commonalities between plans, integrating ideas into a comprehensive response plan. Challenges are discussed, and strategies to overcome them are brainstormed (10 minutes)
7. Reflection and discussion session led by the facilitator, focusing on lessons learned and insights gained (10 minutes)

The following materials are needed for this second part of the activity: large sheets of paper, sticky notes, markers, drawing materials.

Expected outcomes of this activity: heightened consciousness and comprehension regarding the significance of local resources in fostering resilience and extending assistance to neighbouring communities amidst crises.

ONLINE ACTIVITY

Video platform: <https://resilienceproject.eu/io3-resilience-approaches-through-film-making-project-platform>

Cooperative play description: www.youth-courage.eu/en/building-a-resilient-community/?doing_wp_cron=1711463345.0537500381469726562500





HOW MANY PLANETS DO YOU NEED?

The activity is conceived as a training opportunity for people wishing to volunteer in fair trade organisations to reflect and become aware of the sustainability of their lifestyle and personal consumption choices.

INFORMATION

USEFUL FOR

Volunteers and operators in the organisations

TYPE OF TOOL

Online Test

DURATION

1 hour

MAIN FIELD OF ACTION

Green Action
Taking Action
Sustainability

RELATED SDG

[12 - Responsible Consumption and Production](#)

DESCRIPTION

The facilitator asks participants to scan a QR code to access the online test developed by the [Global Footprint Network](#). By answering the test questions, participants can calculate their own ecological footprint, a measure that shows how much land is needed to support a person's consumption. Once all participants have completed the test on their ecological footprint, they are asked to share with others their total score, which corresponds to the number of planet Earths needed to meet their lifestyle.

The facilitator can provide some highlights such as the average value of the ecological footprint in one's own country and the value of the ideal one, the definition of biocapacity.

This is followed by a discussion to reflect on the degree of sustainability of one's lifestyle and consumption choices and, finally, each participant is invited to commit to three small daily actions that can help reduce their ecological footprint.

ONLINE ACTIVITY

<https://www.footprintcalculator.org/home/en>





THE SOCIAL HACKATHON

Through facilitated discussion, participants find a shared solution to a specific issue from an initial large scale problem.

INFORMATION

USEFUL FOR

- Managers and volunteer trainers, organisations working with volunteers
- Volunteers and operators in the organisations

TYPE OF TOOL

Co-creation session

DURATION

2 to 3 hours. The duration depends on the intensity of the debate.

MAIN FIELD OF ACTION

Fair Trade
Promotion of Ideas

RELATED SDG

[12 - Responsible Consumption and Production](#)

DESCRIPTION (part 1)

The term 'hackathon' integrates the concepts of 'marathon' and 'hacker' and comes to define a creative form of problem solving in which a group of people work together to find a solution in a short period of time.

The hackathon is a methodology that can be used as a co-creation tool, whereby different stakeholders (from public, private, and non-profit sectors) work together to break down complex issues into micro-problems to be tackled one at a time, generating thoughts and potential solutions with the support of a facilitator.

For example, fair trade organisations could organise a social hackathon to cooperatively identify improvements to be made with respect to the recruitment of new volunteers or their training.

Whatever the starting problem to which a solution is to be found through the social hackathon, the procedure to follow is as follows:

- *Formulation of the challenge*: starting from the available data, the challenge that will be the subject of the co-creation process is clearly defined. The challenge must be clear and concise, concrete and formulated in a language that is accessible to all the people participating in the hackathon.
- *Generation of ideas*: this is a brainstorming phase that leads to generating a multiplicity of ideas about the challenge. The role of the facilitator is important in fostering the development of ideas by the participants and ensuring the suspension of judgement with respect to the ideas of others.





THE SOCIAL HACKATHON

Through facilitated discussion, participants find a shared solution to a specific issue from an initial macro problem.

INFORMATION

USEFUL FOR

- Managers and volunteer trainers, organisations working with volunteers
- Volunteers and operators in the organisations

TYPE OF TOOL

Co-creation session

DURATION

2 to 3 hours. The duration depends on the intensity of the debate.

MAIN FIELD OF ACTION

Fair Trade
Promotion of Ideas

RELATED SDG

[12 - Responsible Consumption and Production](#)

DESCRIPTION (part 2)

- Selection and prioritisation of ideas: all previously generated ideas are discussed and prioritised. At the end of this phase participants will have a ranking of ideas.
- Conceptualisation: in this phase, the most promising ideas are made more specific in order to ensure the concreteness of the proposed solutions.
- Finally, the group chooses the solution that appears most convincing in responding to the initial challenge and which can then be tested and implemented on the field.
- The role of the facilitator is crucial to the success of the activity.

SUPPORTING MATERIAL

The social hackathon method as a co-creation strategy was developed and implemented by the [DECIDO – eviDence and Cloud for more Informed and effective pOlicies](#) Horizon2020 project partners. In the book published at the end of the project - available [here](#) - the methodology of the social hackathon is described in detail.





EVI-DEMS: VOLUNTEER MANAGER TRAINING

Volunteer manager training, to equip them with the skills they need to tackle the issues of today and tomorrow.

INFORMATION

USEFUL FOR

- Managers and volunteer trainers, organisations working with volunteers
- Volunteers and operators in the organisations

TYPE OF TOOL

Master programme
Reading list
Slides

DURATION

Full year, or 6ECTS courses, or various based on readings

MAIN FIELD OF ACTION

Promotion of Ideas
Sustainability
Taking Action
Volunteer Management Education

RELATED SDG

16 - Peace, Justice and Strong Institutions

DESCRIPTION

The Evi-Dems project created 6 results, consisting of 4 practice-oriented guides about: Ethical volunteer management, disaster management, European values and inclusive volunteering.

It also created a full one-year master programme, for which all material is freely accessible. It gives access to 12 courses and it's reading lists, for you to become inspired or to base your own volunteer training program on.

MORE INFORMATION

www.evi-dems.eu



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RECONOCE

Deepening the knowledge and understanding about SDGs.

INFORMATION

USEFUL FOR

- Managers and volunteer trainers, organisations working with volunteers
- Volunteers and operators in the organisations

TYPE OF TOOL

Skill Validation

MAIN FIELD OF ACTION

Promotion of Ideas
Taking Action
Volunteer Skill Validation

DESCRIPTION

Reconoce is an association that promotes the recognition of skills acquired through volunteering based on an **Online Accreditation System**.

ONLINE RESOURCE

<https://reconoce.org>





PERSONAL SDG RECOGNITION TOOL

Deepening the knowledge and understanding about SDGs and linking them to your own personal experience using a handy tool.

INFORMATION

USEFUL FOR

- Managers and volunteer trainers, organisations working with volunteers
- Volunteers and operators in the organisations

TYPE OF TOOL

Reflection

DURATION

20 minutes

MAIN FIELD OF ACTION

Promotion of Ideas
Taking Action
SGD Awareness

RELATED SDG

All 17 SDGs are relevant for this activity

DESCRIPTION

The tool is a card / fan, with the SDGs on them. The point of the exercise is that you write your name in the middle and then add all things in your personal life that you do / contribute to and their SDGs to create your personal SDG Nexus.

MORE INFORMATION

All you need is a pen and to print out the "[Personal SDG Recognition Tool Card](#)".





SDG ESCAPE ROOM

You will understand how interconnected the United Nation's 17 Sustainable Development Goals (SDGs) are.

INFORMATION

USEFUL FOR

Volunteers and operators in the organisations

TYPE OF TOOL

Game

DURATION

1 hour

MAIN FIELDS OF ACTION

Action on Economic Choices

Promotion of Ideas

SDGs Awareness

Social Economy

Sustainability

RELATED SDG

[12 - Responsible Consumption and Production](#)

DESCRIPTION (part 1)

Take up the challenge of our online and on-campus escape rooms – it is fun, and you will understand how interconnected the United Nation's [17 Sustainable Development Goals](#) (SDGs) are. They have been adopted worldwide to protect the planet while supporting prosperity for all, and they underpin the mission of the Erasmus University Rotterdam (RSM) to be a force for positive change.

Use your innovative senses, creative solutions, and critical thinking skills to solve the Escape Room challenges and learn about the interconnections in production, waste, and pollution. Find out for yourself that working towards one goal also means working towards another.

You can play the RSM Escape Room on campus to tackle a series of intellectual challenges about sustainable development, specifically focused on [SDG 12, sustainable consumption and production](#). Your team must discover and solve clues and puzzles to find your way out of the rooms. Good luck and have fun!





SDG ESCAPE ROOM

You will understand how interconnected the United Nation's 17 Sustainable Development Goals (SDGs) are.

INFORMATION

USEFUL FOR

Volunteers and operators in the organisations

TYPE OF TOOL

Game

DURATION

1 hour

MAIN FIELDS OF ACTION

Action on Economic Choices

Promotion of Ideas

SDGs Awareness

Social Economy

Sustainability

RELATED SDG

[12 - Responsible Consumption and Production](#)

DESCRIPTION (part 2)

Play the on-campus escape room at Erasmus University Rotterdam (RSM)

To try out this [physical escape room](#) on the RSM campus, sign up with a team of four or five people and find your way out. It is a fun challenge with a focus on [SDG12](#). Will you be able to escape in 60 minutes? Some serious collaboration and creativity is required here in the battle for responsible consumption and production!

It costs €25 per team to play, which will fully go to [the Hummingbird Fund](#). With your donation you help the funding of student initiatives that focus on making positive change in their surroundings. You must present proof of your team's donation to the Hummingbird Fund before you can enter the escape room. You can do so by for example showing the donation to the fund in your bank's app.

The on-campus escape room is located in the Mandeville Building on the 1st floor. When you enter the building you don't take the escalator, but the stairs to the 1st floor instead. On your left you will find the escape room!

If you have any questions, please email positivechange@rsm.nl

ONLINE ACTIVITY

www.rsm.nl/positive-change/escape-room





DRIVING BUSINESS TOWARDS THE SDGs

Deepening the knowledge and understanding about SDGs.

INFORMATION

USEFUL FOR

- Managers and volunteer trainers, organisations working with volunteers
- Volunteers and operators in the organisations

TYPE OF TOOL

Course

DURATION

15 hours

MAIN FIELDS OF ACTION

Action on Economic Choices
Green Actions
Promotion of Ideas
SDGs Awareness
Social Economy
Sustainability
Taking Action
Zero-impact Services

RELATED SDG

All 17 SDGs are relevant for this activity

DESCRIPTION

RSM developed a MOOC for anyone wanting to learn about the SDGs. It is at a beginner level and almost 50000 people already enrolled. Completing it rewards a certificate.

What you will learn:

- Know what the SDGs are, why they are important and how each individual can be an agent for positive change in the world.
- Develop a positive, critical, aware and courageous attitude towards the SDGs.
- Be able to identify interconnectedness of the SDGs and the challenges behind solving them.
- Understand the role of business in the transition to sustainable development to create a prosperous future for all.

ONLINE RESOURCE

www.coursera.org/learn/sdgbusiness





SOLIDARIO

Training of volunteer managers.

INFORMATION

USEFUL FOR

Managers and volunteer trainers, organisations working with volunteers

TYPE OF TOOL

Course

DURATION

8 hours per course

MAIN FIELDS OF ACTION

Promotion of Ideas

Taking Action

Volunteer Management

RELATED SDG

[16 - Peace, Justice and Strong Institutions](#)

DESCRIPTION

Solidario is an online platform for training and certification of soft skills, aimed at volunteers from social organisations to improve the impact of their solidarity action. It is structured around 10 core competencies with three types of content.

To enrol in the online platform, it is a prerequisite to be a volunteer in a social organisation, as it is the training in the field that enables the acquisition and development of competences. Social organisations can join the programme through an agreement with Talante Solidario

This initiative was developed by the Murcia University. By 2019, more than 100 people had joined this programme.

ONLINE RESOURCE

<https://talantesolidario.org>





CLIMATE FRESK

*The Climate Fresk is a card game that links the causes and consequences of climate change.
The 42 cards are based on IPCC reports.*

INFORMATION

USEFUL FOR

- Managers and volunteer trainers, organisations working with volunteers
- Volunteers and operators in the organisations
- For all types of audiences (young people, adults, companies, organisations...), but particularly suitable for university students older schoolchildren

TYPE OF TOOL

Game

DURATION

1h30 to position the cards as a team in the order of cause and effect; 3 hours in total

MAIN FIELDS OF ACTION

SDG Awareness
Sustainability

RELATED SDG

[13 - Climate Action](#)

DESCRIPTION (part 1)

Based on **collective intelligence**, this **activity enables participants to understand what has led to climate disruption and its consequences**; understand the systemic nature of all the elements linked to climate change, and **provide an overall vision; take a playful approach to a serious issue; help to understand complex phenomena through collaboration and creativity.**

What?

The facts in Climate Fresk are sourced from the most respected scientific publications: the IPCC reports. These are the same reports that inform global political and economic decision-making at the highest level. Climate Fresk is neutral and objective and presents only established scientific facts. By activating the group's collective intelligence, Climate Fresk workshops enable participants to take ownership of the subject matter. The Climate Fresk methodology does not involve an expert presenting information to the group; instead, it requires all participants to take an active role in the building-up of the Fresk, becoming participative learners. However, facilitating this activity requires a short training.

How?

- Division in teams (groups of max. 5 persons). The teams have to find the cause and effect relationships between 42 cards that describe different components of climate change. It goes from human activities to impacts on biodiversity, rising water levels and so on.
- Then, we complete the Fresk (collage) by decorating it, giving it a title (expressing ourselves), and exploring personal and collective solutions in order to take action. No step too small!





CLIMATE FRESK

*The Climate Fresk is a card game that links the causes and consequences of climate change.
The 42 cards are based on IPCC reports.*

INFORMATION

USEFUL FOR

- Managers and volunteer trainers, organisations working with volunteers
- Volunteers and operators in the organisations
- For all types of audiences (young people, adults, companies, organisations...), but particularly suitable for university students older schoolchildren

TYPE OF TOOL

Game

DURATION

1h30 to position the cards as a team in the order of cause and effect; 3 hours in total

MAIN FIELDS OF ACTION

SDG Awareness
Sustainability

RELATED SDG

[13 - Climate Action](#)

DESCRIPTION (part 2)

Why?

As participants link the causes and effects of climate change, they are able to take a step back and understand the systemic nature of the challenges. Through a shared understanding of the mechanisms at work, Climate Fresk enables both individuals and organisations to have an open and positive conversation about climate solutions. Participants leave the workshop having formed a strong bond with each other, and are well equipped to implement the climate actions that they have identified.

What do you need to implement it?

This activity requires a training: Climate Fresk organisations can run a workshop on request (subject to availability), or you can take part in a training course (see info here: <https://climatefresk.org>)
The deck(s) of cards can be downloaded from the organisation's website (see links below). There are two "general public" versions of the Climate Fresk: a junior version (for children aged 8-13) with 23 cards, and an adult version with 44 cards. A short description video is available: [Presentation of the Climate Collage \(youtube.com\)](#)

ONLINE ACTIVITY

EU: <https://eu-shop.climatefresk.org/en>

Switzerland: <https://ch-shop.climatefresk.org>

UK: <https://uk-shop.climatefresk.org>





A DEFINITION OF FAIR TRADE

Define what Fair Trade is with a small text and video.

INFORMATION

USEFUL FOR

- Managers and volunteer trainers, organisations working with volunteers
- Volunteers and operators in the organisations

TYPE OF TOOL

Information

MAIN FIELDS OF ACTION

Action on Economic Choices
Circular Economy
Ethical Purchases
Fair Trade
SDG Awareness
Social Economy
Sustainability

[RELATED SDG](#)

All 17 SDGs are relevant for this activity

DESCRIPTION (part 1)

1. The definition of Fair Trade advocacy office

Fair Trade is a trading partnership, based on dialogue, transparency and respect, that seeks greater equity in international trade. It contributes to sustainable development by offering better trading conditions to, and securing the rights of, marginalized producers and workers – especially in the South.

Fair Trade Organisations, backed by consumers, are engaged actively in supporting producers, awareness raising and in campaigning for changes in the rules and practice of conventional international trade.

2. As defined in the International Fair Trade Charter, 2018

[PDF FILE for visual support](#): images that help to assert and understand the content

- Image 1: Production that respects the environment
- Image 2: A Fair and Stable Salary
- Image 3 : Good working conditions
- Image 4: A long-term commercial relationship
- Image 5: In addition to the salary, the group of producers receives a bonus for collective projects.
- Image 6: Producers involved in decision-making





A DEFINITION OF FAIR TRADE

Define what is Fair Trade with a small text and video.

INFORMATION

USEFUL FOR

- Managers and volunteer trainers, organisations working with volunteers
- Volunteers and operators in the organisations

TYPE OF TOOL

Information

MAIN FIELDS OF ACTION

Action on Economic Choices
Circular Economy
Ethical Purchases
Fair Trade
SDG Awareness
Social Economy
Sustainability

RELATED SDG

All 17 SDGs are relevant for this activity

DESCRIPTION (part 2)

[PDF FILE for visual support](#): images that help to assert and understand the content

- Image 7: A way of exerting pressure to make international trade fairer
- Image 8: An advance is paid to producers when the order is placed.
- Image 9: without Fair Trade, risk of too low salary to live a decent life
- Image 10: without FT, risk of ever-changing income dictated by the stock market
- Image 11: without FT, risk of working too many hours
- Image 12: without FT, risk of having the workers' unions and protests banned
- Image 13: Once the products are sold, money is paid back to the producers to help them live better.
- Image 14: risk of having profits are used to pay the boss and shareholders

These pictures can also serve as a game:

You show the pictures to the group and they have to say if it is Fair Trade or not.

RESOURCE AND SUPPORTING MATERIAL

<https://fairtrade-advocacy.org/definition-of-fair-trade>

Visual support materials for younger audience – PDF: [Découverte du CE.pdf](#) (available only in French)





SUPERMARKET-FREE CHALLENGE

The campaign dedicated to agroecology, carried out by Oxfam-Magasins du Monde in 2024, invites the audience to think about a fair and sustainable way of cultivating. “How about retaking control of our feeding?” is the slogan of the campaign.

INFORMATION

USEFUL FOR

- Managers and volunteer trainers, organisations working with volunteers
- Volunteers and operators in the organisations

TYPE OF TOOL

Good Practice

MAIN FIELDS OF ACTION

Action on Economic Choices
Circular Economy
Ethical Purchases
Fair Trade
Green Actions
SDG Awareness
Social Economy
Sustainability
Taking Action
Zero-impact Services

RELATED SDG

[12 - Responsible Consumption and Production](#)

DESCRIPTION (part 1)

The Supermarket-free Challenge is a challenge to survive one month (**or less or more, can be adapted**) without going to big supermarkets. It includes a “survival kit” to support people finding alternatives putting human conditions and environment first (rather than profit). The survival kit also provides the reader with useful background information (based on statistics) in order to understand the reasons behind the action and pass the word to others. The document can be shared online or printed.

Extra activity: a **podcast** has been made by the Oxfam-Magasins du Monde campaign research team that provides extra background information and **interviews of people in the streets about their consumption habits** (“Would you feel ready to take up the challenge of living one month without going to supermarkets?”). See links below.

Context: With agribusiness playing an increasingly important role (alongside with the intensive use of pesticides, synthetic fertilisers and fossil fuels), we have lost our food sovereignty. This situation has also caused a series of damage to our health, our soils, our climate, our biodiversity and our landscapes.

In the frame of this campaign, Oxfam-Magasins du Monde encouraged people to take up the “**Supermarket-free February**” challenge. This challenge was launched a few years ago. Some journalists from England and France were the first to try it out, then it spread a bit everywhere.





INFORMATION

USEFUL FOR

- Managers and volunteer trainers, organisations working with volunteers
- Volunteers and operators in the organisations

TYPE OF TOOL

Good Practice

MAIN FIELDS OF ACTION

Action on Economic Choices
Circular Economy
Ethical Purchases
Fair Trade
Green Actions
SDG Awareness
Social Economy
Sustainability
Taking Action
Zero-impact Services

RELATED SDG

[12 - Responsible Consumption and Production](#)

SUPERMARKET-FREE CHALLENGE

The campaign dedicated to agroecology, carried out by Oxfam-Magasins du Monde in 2024, invites the audience to think about a fair and sustainable way of cultivating. "How about retaking control of our feeding?" is the slogan of the campaign.

DESCRIPTION (part 2)

"The **aim of the challenge** remains unchanged: to **encourage independent shops, rediscover local grocery stores, support small producers, promote bulk sales and local trade, repopulate markets and relearn how to buy only the essentials**. The idea is to **try out new consumer habits in February, and adopt them sustainably** throughout the year. This challenge is also an opportunity to **let the supermarkets know that we don't agree with over-packaging, food mileage that explodes the scores, the exploitation of people or pricing policies** that crush small producers and kill local commerce."

Source: <https://envertetcontretout.ch/2023/01/31/fevrier-sans-supermarche-edition-2023-est-lancee>

For practical advice, Oxfam-Magasins du Monde has also shared a **supermarket-free survival guide**, to help people look for **local initiatives that offer a different model of consumption and understand why this action is important**.

Created by Oxfam-Magasin du Monde; CONSOMaction; je passe au vrac and collectif 5C.

ONLINE RESOURCES (available in French only)

[Le guide de survie sans supermarché](#)

[Agroecology campaign](#)

[Podcast "Ça va le fair"](#)

[Background information about the Supermarket-free February](#)





THE FOOD ALTERNATIVES ESCAPE GAME

The objectives of this escape game are to understand the problems facing the global food system and to highlight alternatives to the current model.

INFORMATION

USEFUL FOR

Managers and volunteer trainers, organisations working with volunteers

TYPE OF TOOL

Game

DURATION

60 minutes in total: 50 minutes for the game + 10 minutes debriefing afterwards.

Additional preparation time to install equipment and set up the room/space where the game will be played: approximately 10-15 minutes.

MAIN FIELDS OF ACTION

Circular Economy
Ethical Purchases
Fair Trade
SDG Awareness
Sustainability
Zero-impact Services

RELATED SDG

[12 - Responsible Consumption and Production](#)

DESCRIPTION (part 1)

“Welcome everyone! This summit meeting is the ultimate attempt to save the planet. Our food system is imploding. All the indicators are in the red: pollution, poverty, malnutrition, the omnipotence of multinationals and agribusiness... You are here, heads of state and experts, to finally find a solution!”

A group of participants find themselves locked in a room and have to solve riddles to get out in less than 50 minutes. The first elements are given, and the participants have to guess what to do with them to pass the tests and move on. Suspense and teamwork guaranteed!

Number of participants

Between 5 and 25 players.

The documents are designed to be played with a group of up to 8 people. If there are more participants (e.g. a class of 25), simply divide the group into teams of max 8 people, create different areas in the room and print the material in several copies (one per team) on different coloured paper (one colour per team). Each team then has to find and play with the paper of its own colour.

Practical information

- Format: documents can be downloaded (see below)
- This game can be played with or without an internet connection.
- Age : +12 years





THE FOOD ALTERNATIVES ESCAPE GAME

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Game

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60 minutes in total: 50 minutes for the game + 10 minutes debriefing afterwards.

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MAIN FIELDS OF ACTION

Circular Economy
Ethical Purchases
Fair Trade
SDG Awareness
Sustainability
Zero-impact Services

RELATED SDG

12 - Responsible Consumption and Production

DESCRIPTION (part 2)

Optional equipment

- Stressful background music
- A timer visible during the game
- Disguises: ties, suits etc.
- Decorative elements: posters, newspaper cuttings
- Graphics on the theme of the global food crisis
- Global food crisis, global warming
- Drinks and biscuits etc.

ONLINE RESOURCE (available in French only – use your browser translation)

<https://www.outilsoxfam.be/produits/182>

The game can be downloaded here: <https://jeunes.oxfammagasinsdumonde.be/jeux-outils/lescape-game-des-alternatives-alimentaires>

[Click here for detailed explanations](#)





INFORMATION

USEFUL FOR

- Managers and volunteer trainers, organisations working with volunteers
- Volunteers and operators in the organisations

TYPE OF TOOL

Campaign
Information

MAIN FIELDS OF ACTION

Ethical Purchases
Fair Trade
SDG Awareness
Sustainability

RELATED SDG

[16 - Responsible Consumption and Production](#)

WHAT IS AGROECOLOGY?

The campaign dedicated to agroecology, carried out by Oxfam-Magasins du Monde in 2024, invites the audience to think about a fair and sustainable way of cultivating. "How about retaking control of our feeding?" is the slogan of the campaign.

DESCRIPTION (part 1)

1) "Quest-ce que l'agroécologie?" / "What is agroecology?"

[Video in French](#) | [Video in English](#)

(Created by iPES FOOD - international panel of experts on sustainable food systems)

"Agroecology is a way of farming with nature, not against it. It builds resilience to climate change and epidemics, by combining different plants and animals based on farmers' own knowledge of their local environment. Agroecology does not rely on chemicals to fertilise crops and control pests - it relies on diversity. And this diversity in the fields translates into a diversity of fresh, nutritious food for communities. So, are we going to remain trapped in the 20th century? Or will we embrace agroecology as the next evolution of food systems."

2) Poster "[Principles of Agroecology](#)"

One of the strengths of agroecology is its systemic and knowledge-intensive nature ("inputs are replaced by knowledge"). By strongly challenging the agronomic model, it aims to transform the entire food system, including in terms of equity and accessibility (source: Gliessman S. 2014. Agroecology : the ecology of sustainable food systems, Third edn. CRC Press, Boca Raton, p. 405). In this respect, agroecology is both a critique and a solution (source: Buttel, F.H. 2003. Envisioning the future development of farming in USA: Agroecology between extinction and multifunctionality?)

Olivier De Schutter already highlighted this aspect in his landmark report to the UN in 2011: "a solution to rural poverty, malnutrition, climate change and biodiversity loss." (source: De Schutter O. 08/03/2011. "Agroécologie et droit à l'alimentation". Rapport présenté à la 16ème session du Conseil des droits de l'homme de l'ONU).



INFORMATION

USEFUL FOR

- Managers and volunteer trainers, organisations working with volunteers
- Volunteers and operators in the organisations

TYPE OF TOOL

Campaign
Information

MAIN FIELDS OF ACTION

Ethical Purchases
Fair Trade
SDG Awareness
Sustainability

RELATED SDG

[16 - Responsible Consumption and Production](#)

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DESCRIPTION (part 2)





INFORMATION

USEFUL FOR

- Managers and volunteer trainers, organisations working with volunteers
- Volunteers and operators in the organisations

TYPE OF TOOL

Campaign
Information

MAIN FIELDS OF ACTION

Ethical Purchases
Fair Trade
SDG Awareness
Sustainability

RELATED SDG

[16 - Responsible Consumption and Production](#)

WHAT IS AGROECOLOGY?

The campaign dedicated to agroecology, carried out by Oxfam-Magasins du Monde in 2024, invites the audience to think about a fair and sustainable way of cultivating. “How about retaking control of our feeding?” is the slogan of the campaign.

DESCRIPTION (part 3)

This **multifunctionality**, as well as its holistic and flexible character according to local context, make it difficult to summarise agroecology in a series of criteria, like an organic farming specification. Oxfam-Magasins du monde and its allies refer to Nyelini's 11 pillars of agroecology, as well as the and the 13 principles of the HLPE (High Level Panel of Experts on Food Security and Nutrition). These different principles provide a framework for the various approaches and recognize truly transformative agroecology from other initiatives.

Extra activities

As a kick-off activity or concluding one, it is also easy to create a **quiz about responsible consumption/production** in your country. Check the example of the quiz created by the JM (OXMDM Youth) team for animations in schools in Belgium in the file “[Fiche QuizZ: Test your knowledge about agroecology \(info about France and Belgium\)](#)”.

You can include a short “**check list**” of **concrete steps** to contribute positively. Examples - contribute to agroecology with Oxfam-Magasins du Monde:

- Inform yourself and pass the word: watch promotional videos about agroecology and share them
- Organise a cinema-debate
- Invite the theatre play “Feed humanity act 2”
- Join the committed festivals in your region
- Go for responsible and Fair Trade products
- Join the events “Oxfam breakfasts” in November
- Subscribe to the Citizen Magazine “Tchak!”
- Join the Climate March in Decembre





WHAT IS AGROECOLOGY?

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INFORMATION

USEFUL FOR

- Managers and volunteer trainers, organisations working with volunteers
- Volunteers and operators in the organisations

TYPE OF TOOL

Campaign
Information

MAIN FIELDS OF ACTION

Ethical Purchases
Fair Trade
SDG Awareness
Sustainability

RELATED SDG

[16 - Responsible Consumption and Production](#)

DESCRIPTION (part 4)

Context: With agribusiness playing an increasingly important role (alongside with the intensive use of pesticides, synthetic fertilisers and fossil fuels), we have lost our food sovereignty. This situation has also caused a series of damage to our health, our soils, our climate, our biodiversity and our landscapes.

The materials explained here (video + poster) will help anyone to raise awareness about the challenges the planet is facing as a result of new agricultural technologies, understand the functioning of agriculture and will help promoting a more responsible way of production.

ONLINE RESOURCES

[e-book of the campaign](#) (available in French only)
[Agroecology and the Sustainable Development Goals](#)





SDGs: LET'S TAKE A CLOSER LOOK

Deepening the knowledge and understanding about SDGs.

INFORMATION

USEFUL FOR

- Managers and volunteer trainers, organisations working with volunteers
- Volunteers and operators in the organisations

TYPE OF TOOL

Reflection
Role-play

DURATION

45 minutes

MAIN FIELDS OF ACTION

SDG Awareness
Sustainability

RELATED SDG

All 17 SDGs are relevant for this activity

DESCRIPTION

This tool is a combination of individual and group activities to train trainers about the 17 Sustainable Development Goals through video, analysis, role-play, and reflection. It is suitable for trainers and for volunteers.

How does this tool work?

The participants watch an introductory video about the SDGs and then analyse one goal each for a few minutes. Following this, they will engage in a role-play "Negotiation game", where one participant acts as a wealthy donor and the others represent their assigned SDG(s). Each participant tries to convince the donor to support their cause. After the role play, a discussion will be held, focusing on SDG interconnections and possible challenges.

Aim

The aim is to deepen the participants' understanding of the SDGs through active participation, role-play, and reflection, fostering insights into the complexities of global development issues.

Needed for implementation

- Access to the official website of the UN SDGs for study purposes
- Labels indicating the represented SDGs

ONLINE RESOURCES

Video: <https://www.youtube.com/watch?v=HW76iOQ7qVQ>

Interactive map about SDGs achievement per country: <https://dashboards.sdqindex.org/map>





DEBATING SGDs: GETTING YOUR POINT ACROSS

Getting to know more about the United Nations 17 SDGs and raising awareness about them, their intentions and usefulness.

INFORMATION

USEFUL FOR

- Managers and volunteer trainers, organisations working with volunteers
- Volunteers and operators in the organisations

TYPE OF TOOL

Discussion

DURATION

1-3 hours

MAIN FIELDS OF ACTION

SDG Awareness

RELATED SDG

All 17 SDGs are relevant for this activity

DESCRIPTION

This tool is centred around the United Nations' Sustainable Development Goals. It is a discussion activity that can involve volunteers and can be led by trainers. It uses cards and structured debates.

How does this tool work?

It starts with an introduction to the SDGs through an online source. Then, the participants receive 17 cards, each representing an SDG. The front of the cards shows the SDG number, icon, color, and name – and the back asks two questions: "How does this SDG affect me?" and "What can I do to contribute to this SDG?" The participants think about these questions individually or discuss them in groups, allocating about 5 minutes per card. Afterwards, a plenary session is held, where each person or group shares their findings and in a group discussion, goals are prioritised, their applicability is determined, and action plans can be made.

Aim: The aim of this tool is to educate learners about the SDGs, fostering understanding, awareness, and personal engagement with global sustainability issues.

Implementation: Implementing this tool requires access to online sources introducing the SDGs, and the preparation of 17 cards representing each goal. The trainer leading the activity needs facilitation skills for guiding discussions and debates.

ONLINE RESOURCE

#me#us#now project: [Debating Activity](#)





CLEAN-UP DAY

A Clean-Up Day improves the health of a local environment and it promotes awareness and collective responsibility for a cleaner planet.

INFORMATION

USEFUL FOR

Volunteers and operators in the organisations

TYPE OF TOOL

Good Practice

DURATION

Min. 1 hour, up to the time you have (e.g. a full day, a few times a day during a week etc.)

MAIN FIELDS OF ACTION

Green Actions
Sustainability
Taking Action

RELATED SDG

[13 - Climate Action](#)

[14 - Life Below Water](#)

[15 - Life On Land](#)

DESCRIPTION

This activity can be done individually or, for an even better experience, as a group.

Pick one day where you and your group (friends, school group, family etc.) are available and decide on where you want to implement your action – what do you want to clean up?

There are many options: a beach, a park, your neighbourhood, your school, a certain building, a sports ground, a river, a parking lot and many more.

You need the following:

- Time
- Garbage bags
- Gloves
- Litter pickers
- Information about where you can recycle the garbage you found

The aim is to walk around in the area you choose and collect as much litter as possible in the time you have. Pick up all the garbage that you can find, put it into your garbage bags and at the end, take it to your local recycling centre.

The result is a cleaner, safer, and healthier environment that you will be able to enjoy much more.

ADDITIONAL INFORMATION

www.earthday.org/7-steps-to-hosting-a-successful-cleanup

www.budgetdumpster.com/blog/organize-successful-community-cleanup





SDGs MEMORY GAME

This Game raises awareness about the Sustainable Development Goals and inspires local action through engaging and educational gamification.

INFORMATION

USEFUL FOR

Volunteers and operators in the organisations

TYPE OF TOOL

Game

DURATION

20 minutes

MAIN FIELDS OF ACTION

Promotion of Ideas
SDG Awareness

RELATED SDG

All 17 SDGs are relevant for this activity

DESCRIPTION

The SDGs Memory Game was created by UCLG ([United Cities and Local Governments](#)) and was launched as a tool to raise awareness about the United Nation's Sustainable Development Goals and their local implementation and to inspire local action and familiarise participants with the 17 SDGs.

Important elements of the game

- The game allows exchanges and conversations among citizens, practitioners, and policymakers.
- Each card shows an image of a *local solution* to a *global challenge*, promoting knowledge sharing and learning
- The practices included in the game can inspire further ideas on how to localise the SDGs in a player's local community or region
- The game enriches local, regional, and global knowledge through shared practices and solutions.

How to play

The SDGs Memory Game works like the well-known Memory game, but uses SDG-themed cards and content: Shuffle the cards and lay them face down on a table; players take turns flipping over two cards; if the cards match, the player keeps them and takes another turn; if they do not match, the cards are turned back over, and the next player takes their turn; the game continues until all cards are matched in pairs; the player with the most pairs wins.

ONLINE RESOURCE

https://learning.uclg.org/lg_methodologies/sdgs-memory-game





LEARNING FROM EXPERIENCE

The aim of the activity is to stimulate a discussion on the teaching methods and to propose the Kolb model.

INFORMATION

USEFUL FOR

- Managers and volunteer trainers, organisations working with volunteers
- Volunteers and operators in the organisations

TYPE OF TOOL

Discussion
Video

DURATION

30 minutes

MAIN FIELDS OF ACTION

Training Modalities

DESCRIPTION

The trainer shows the video "[Dead Poets Society - Conformity Scene](#)" to the participants.

The video shows the famous scene of "Dead poets society" in which Professor Keating makes his students walk in the courtyard.

At the end of the viewing, the trainer asks the participants what struck them about what they saw. The discussion will focus on the following topics:

- What the characters did and why.
- What was the lesson's topic?
- What method was used?
- Which results were achieved?

ONLINE RESOURCE

https://www.youtube.com/watch?v=nJ_htuCMCqM

For further reference, see: [Training the Trainers Presentation](#)





LEARNING STYLE

This is a test to be submitted to the participants to make them more aware of their learning style.

INFORMATION

USEFUL FOR

- Managers and volunteer trainers, organisations working with volunteers
- Volunteers and operators in the organisations

TYPE OF TOOL

Reflection

DURATION

30 minutes

MAIN FIELDS OF ACTION

Competence Training

DESCRIPTION

The test is offered to aspiring trainers to make them reflect on their learning style.

It is a multiple choice quiz where participants must give a series of answers. The answers are then put into a diagram which can indicate to each of them what learning style they prefer.

The final discussion will be on the fact that a trainer must take into account different styles, to which he will have to match different modes of teaching, to reach his students more effectively.

ONLINE RESOURCE

[Preferential Learning Style Card](#)

For further reference, see: [Training for Trainers Presentation](#)



SEMANTICS OF TRAINING

The semantics of training is a play activity that allows trainees to reflect on the different aspects of training from a more metaphorical and less linear dimension.

INFORMATION

USEFUL FOR

- Managers and volunteer trainers, organisations working with volunteers
- Volunteers and operators in the organisations

TYPE OF TOOL

Discussion
Game
Reflection

DURATION

30 minutes

MAIN FIELDS OF ACTION

Competence Training
Group construction of a shared dictionary

DESCRIPTION

This activity aims to achieve two objectives:

1. The first objective is to start a conversation about training, beginning from the knowledge/experience of the participants (useful for the participants and their trainers to "take the measures").
2. The second is to build the first object of the group: a shared definition of the training in which all trainees have participated.

In the first phase, individuals work on words indicated by the trainer to create a diagramme or drawing that expresses a relationship between words: which word comes first, in terms of time or importance?

In the second phase, participants show their papers to the group and, at the end of the presentation, all participants will vote on them.

The final discussion concerns the results of the evaluation: which design was voted for most, which less, and why. At the end of the project, the group will have developed their own shared and complex idea of the concept of training.

ONLINE RESOURCE

[Semantics of Training](#)

For further reference, see: [Training for Trainers Presentation](#)



NETWORKING AS A FUNCTIONAL TOOL

The training course aims to instruct the operators of an organisation on the logics and tools of networking.

INFORMATION

USEFUL FOR

- Managers and volunteer trainers, organisations working with volunteers
- Volunteers and operators in the organisations

TYPE OF TOOL

Course
Reflection

DURATION

1 hour

MAIN FIELDS OF ACTION

Competence Training
Models and Tools
Networking Logic

DESCRIPTION

The first part of this tool consists of a presentation about the meaning of networking, the different models, and the paradigms on which networkwork in is based.

In the second part, a 4-step exercise is proposed:

- The first three steps involve a personal, individual analysis which each trainee can make from their own experience, thinking about the work they are doing in their own organisation. At the end of this phase, each participant will present their own self-analysis; the trainer will have to bring out the key points of the networking which were expressed during the personal analysis.
- The fourth step proposes a task to be done in small groups. The aim is to create a social campaign, perhaps related to sustainable economy, for which it is necessary to select regional and local stakeholders that can be involved, starting from the considerations made during the initial lesson, and including the subsequent analysis of the first 3 steps.

One of the goals of this tool is to understand that we often do not dedicate enough time to networking - a fact that should be changed, as it can easily lead to isolation from peers.

ONLINE RESOURCE

[Networking Course Presentation](#)





TRAINING COURSE FOR TRAINERS

This training module aims to provide basic instruction for trainee trainers who go to schools to pass on knowledge about sustainable economy.

INFORMATION

USEFUL FOR

Managers and volunteer trainers, organisations working with volunteers

TYPE OF TOOL

Course

DURATION

4-6 hours

MAIN FIELDS OF ACTION

Competence Training
Training Logic
Models and Tools

DESCRIPTION

This training module includes a theoretical lesson and exercises for the participants which let them experience, before the theoretical part, the contents of the lesson.

The aim is to make the participants reflect on some key points of the training activity:

- The importance and different possibilities of educating
- Different educational styles
- The different styles in learning
- Ways to design a lesson

ONLINE RESOURCE

[Training Course for Trainers](#)





VoW TRAINING COURSE - MODULE 1: Guide to the Volunteer's Journey

Management of volunteers: from recruiting, to welcoming and recognition.

INFORMATION

USEFUL FOR

Managers and volunteer trainers, organisations working with volunteers

TYPE OF TOOL

Course

DURATION

4 hours

MAIN FIELDS OF ACTION

Promotion of Ideas
Taking Action
Volunteer Management

DESCRIPTION

Learning Module 1 is composed of 3 units, each consisting of power point presentations as teaching materials. The following three topics are presented in module 1:

1. Recruitment of Volunteers
2. Welcoming of Volunteers
3. Recognition of Volunteers

Each unit analyses the processes of its main topic, exploring strengths and weaknesses, suggesting different approaches, describing examples.

This course can be used by trainers of volunteers or other personnel of volunteering organisations, to train volunteers and also other trainers. The learning module can be further expanded with additional tools such as video, role-play, storytelling, etc. No specific number of participants is required.

ONLINE RESOURCE

[VoW Training Course - Module 1: Guide of the Volunteer's Journey](#)





VoW TRAINING COURSE - MODULE 2: Organising Volunteers

Organising volunteers' activities and communicate efficiently within the organisation.

INFORMATION

USEFUL FOR

Managers and volunteer trainers, organisations working with volunteers

TYPE OF TOOL

Course

DURATION

4 hours

MAIN FIELDS OF ACTION

Fair Trade
Promotion of Ideas
Taking Action
Volunteer Management

DESCRIPTION

Learning Module 2 is composed of 3 units, each consisting of power point presentations as teaching materials. The following three topics are presented in module 2:

1. Managing Volunteers
2. Fair Trade Shop
3. Communication

Each unit analyses the processes of the main topic, exploring strengths and weaknesses, suggesting various approaches, describing examples. The unit 'Communication' analyses the different types of communication that can be used for engaging volunteers.

This course can be used by trainers of volunteers or other personnel of volunteering organisations, to train volunteers and also other trainers. The learning module can be further expanded with additional tools such as video, role-play, storytelling, etc. No specific number of participants is required.

ONLINE RESOURCE

[VoW Training Course - Module 2: Guide of the Volunteer's Journey](#)





VoW TRAINING COURSE - MODULE 3: Sustainable Economy

Sustainable economy and Fair Trade principles.

INFORMATION

USEFUL FOR

Managers and volunteer trainers, organisations working with volunteers

TYPE OF TOOL

Course

DURATION

4 hours

MAIN FIELDS OF ACTION

Action on Economic Choices
Circular Economy
Ethical Purchases
Fair Trade
Green Actions
Promotion of Ideas
SDG Awareness
Social Economy
Sustainability
Taking Action

RELATED SDG

All 17 SDGs are relevant for this activity

DESCRIPTION

Learning Module 3 is composed of 2 units, each consisting of power point presentations as teaching materials. The following two topics are presented in module 3:

1. Fair Trade
2. SDGs

The Fair Trade unit explores the 10 fair trade principles and uses stories, examples, video and role-plays. The SDGs unit explains the main concepts of sustainability, deepening the SDGs.

This course can be used by trainers of volunteers or other personnel of volunteering organisations, to train volunteers and also other trainers, as well as for public events, e.g. in schools. The learning module can be further expanded with additional tools such as video, role-play, storytelling, etc. No specific number of participants is required.

ONLINE RESOURCE

[VoW Training Course - Module 3: Guide of the Volunteer's Journey](#)





ODMD PLATFORM OF TOOLS

Educational tools and information materials to help raise awareness and take action on topics linked to sustainable development.

INFORMATION

USEFUL FOR

- Managers and volunteer trainers, organisations working with volunteers
- Volunteers and operators in the organisations

TYPE OF TOOL

Online Platform

MAIN FIELDS OF ACTION

Action on Economic Choices
Circular Economy
Ethical Purchases
Fair Trade
Green Actions
Promotion of Ideas
SDG Awareness
Social Economy
Sustainability
Taking Action
Zero-impact Services

RELATED SDG

All 17 SDGs are relevant for this activity

DESCRIPTION

Oxfam-Magasins du Monde is a movement of citizens that thrives for socio-economic justice by fighting inequality and injustice in a structural and global way. One way to reach this general aim by **helping people to understand and question the economic system in which we live, so that they can make conscious and responsible choices. This is also our role as a movement for lifelong learning, part of an approach to education for global citizenship and solidarity.**

The platform presented here, created by Oxfam-Magasins du monde Belgium, offers a **wide range of educational tools and information materials to help raise awareness and take action on diverse topics (Agriculture & Food – Climate -Fair Trade - Responsible consumption -Genre -Second Hand -Textile -Decent work), all linked to sustainable development and for different age groups from children to teenagers and adults (10-14 years; 15-18 years; 18+).** The content (approximately 100 tools) is available only in French as it mainly targets the French-speaking population of Belgium.

How does it work?

Click on the link of the website: <https://www.outilsoxfam.be/> (open to anyone)

You can start looking for a specific tool using different filters : themes (Thèmes); age groups (âge); type of supports (Supports); type of activities (Type d'activité) OR by typing key words (Mot clé).

Some examples of tools: podcasts; videos; educational pack for primary and secondary school students; information; informative posters; content for exhibitions; card games; (card) games; etc.

ONLINE RESOURCE

www.outilsoxfam.be

Access via <https://oxfammagasinsdumonde.be/> > “Ressources” > “Outils Oxfam”





EVI-DEMS GUIDE TO ETHICAL VOLUNTEERING

The Evi-Dems project created various results, including four practice-oriented guides. This guide is about ethical volunteering and sets out an ethical code for volunteers and their managers to follow.

INFORMATION

USEFUL FOR

- Managers and volunteer trainers, organisations working with volunteers
- Volunteers and operators in the organisations

TYPE OF TOOL

Practical Guide

DURATION

30 minutes to a few hours (depends on how in-depth the document is read)

MAIN FIELDS OF ACTION

Taking Action

RELATED SDG

All 17 SDGs are relevant for this activity

DESCRIPTION

Volunteer manager training material, to equip them with the skills they need to tackle the issues of today and tomorrow. It can also directly be used to create your own ethical code, or base other policy on as a volunteer involving organisation. The Guide includes principles, examples, practical insights and more.

ONLINE RESOURCE

www.evi-dems.eu

www.vow-project.eu/wp-content/uploads/EVI-DEMS-PR3-Code-on-Ethical-Volunteering.pdf





EVI-DEMS GUIDE TO VOLUNTEERING AND EUROPEAN VALUES

The Evi-Dems project created various results, including four practice-oriented guides. This guide is about volunteering and European Values.

INFORMATION

USEFUL FOR

- Managers and volunteer trainers, organisations working with volunteers
- Volunteers and operators in the organisations

TYPE OF TOOL

Practical Guide

DURATION

30 minutes to a few hours (depends on how in-depth the document is read)

MAIN FIELDS OF ACTION

Taking Action

RELATED SDG

All 17 SDGs are relevant for this activity

DESCRIPTION

Volunteer manager training material, to equip them with the skills they need to tackle the issues of today and tomorrow. It explicitly puts volunteering into a European perspective and also shows how the European Union has thought and spoken about volunteering until now.

ONLINE RESOURCE

www.evi-dems.eu

www.vow-project.eu/wp-content/uploads/EVI-DEMS-PR4-Guide-to-Volunteering-Solidarity-and-EU-Values.pdf



EVI-DEMS GUIDE TO INCLUSIVE VOLUNTEERING

The Evi-Dems project created various results, including four practice-oriented guides. This guide is about inclusive volunteering and sets out the relevant principles and dynamics needed to fully understand inclusive volunteering.

INFORMATION

USEFUL FOR

- Managers and volunteer trainers, organisations working with volunteers
- Volunteers and operators in the organisations

TYPE OF TOOL

Practical Guide

DURATION

30 minutes to a few hours (depends on how in-depth the document is read)

MAIN FIELDS OF ACTION

Social Economy
Taking Action

RELATED SDG

All 17 SDGs are relevant for this activity

DESCRIPTION

Volunteer manager training material, to equip them with the skills they need to tackle the issues of today and tomorrow. It can also directly be used to create your own inclusive volunteering standards, or base other policy on as a volunteer involving organisation. The Guide provides practical guidelines on how to make volunteering more inclusive in any setting. It includes principles, examples, practical insights and more.

ONLINE RESOURCE

www.evi-dems.eu

<https://www.vow-project.eu/wp-content/uploads/EVI-DEMS-PR5-Guide-to-Inclusive-Volunteering.pdf>





EVI-DEMS GUIDE TO DISASTER VOLUNTEERING

The Evi-Dems project created various results, among which are 4 practice oriented guides. This one is about crisis and disaster volunteering and management.

INFORMATION

USEFUL FOR

Managers and volunteer trainers, organisations working with volunteers

TYPE OF TOOL

Practical Guide

DURATION

30 minutes to a few hours (depends on how in-depth the material is read)

MAIN FIELDS OF ACTION

Taking Action

RELATED SDG

[16 - Peace, Justice and Strong Institutions](#)

DESCRIPTION

Volunteer manager training, to equip them with the skills they need to tackle the issues of today and tomorrow. It helps volunteer involving organisations ask the right questions about when and where policy on this matter is useful and how they can and should position themselves when it comes to crises such as natural disasters etc. practice-oriented guides about: Ethical volunteer management, disaster management, European values and inclusive volunteering.

ONLINE RESOURCE

www.evi-dems.eu

<https://www.vow-project.eu/wp-content/uploads/EVI-DEMS-PR6-Guide-to-Disaster-Volunteering.pdf>





VOLUNTEERING STORIES, TOPIC 1: RECRUITMENT AND RETENTION

To inform the reader on the volunteering topic, to inspire and to provide new insights the volunteer and/ or manager can use in their context.

INFORMATION

USEFUL FOR

- Managers and volunteer trainers, organisations working with volunteers
- Volunteers and operators in the organisations

TYPE OF TOOL

Article

DURATION

From 15 minutes to hours of reading (through the extra material)

MAIN FIELDS OF ACTION

- Green Actions
- Promotion of Ideas
- Social Economy
- Taking Action

RELATED SDG

All 17 SDGs are relevant for this activity

DESCRIPTION

This is the first in a four-part series on core volunteer management topics. Each story covers various key themes and concepts and provides a reading list for further deepening of your knowledge on each topic. It focuses on recruitment and retention mechanisms that exist when working with volunteers.

ONLINE RESOURCE

www.vow-project.eu/four-themes-in-volunteering

<https://www.vow-project.eu/wp-content/uploads/Recruitment-and-retention-Topic-1.pdf>





VOLUNTEERING STORIES, TOPIC 2: INCLUSION AND EXCLUSION

To inform the reader on the volunteering topic, to inspire and to provide new insights the volunteer and/ or manager can use in their context.

INFORMATION

USEFUL FOR

- Managers and volunteer trainers, organisations working with volunteers
- Volunteers and operators in the organisations

TYPE OF TOOL

Article

DURATION

From 20 minutes to hours of reading (through the extra material)

MAIN FIELDS OF ACTION

Green Actions
Promotion of Ideas
Social Economy
Taking Action
Volunteer Management

RELATED SDG

All 17 SDGs are relevant for this activity

DESCRIPTION

This is the second in a four-part series on core volunteer management topics. This part focuses on inclusion and exclusion within a non-profit / volunteering setting. Each story covers various key themes and concepts and provides a reading list for further deepening of your knowledge on each topic.

ONLINE RESOURCE

www.vow-project.eu/four-themes-in-volunteering

<https://www.vow-project.eu/wp-content/uploads/Inclusion-and-exclusion-in-volunteering-Topic-2.pdf>





VOLUNTEERING STORIES, TOPIC 3: THIRD PARTY VOLUNTEERING

To inform the reader on the volunteering topic, to inspire and to provide new insights the volunteer and/ or manager can use in their context.

INFORMATION

USEFUL FOR

- Managers and volunteer trainers, organisations working with volunteers
- Volunteers and operators in the organisations

TYPE OF TOOL

Article

DURATION

From 20 minutes to hours of reading (through the extra material)

MAIN FIELDS OF ACTION

Green Actions
Promotion of Ideas
Social Economy
Taking Action
Volunteer Management

RELATED SDG

All 17 SDGs are relevant for this activity

DESCRIPTION

This is the third in a four-part series on core volunteer management topics. This part focuses on third party volunteering, with organisations such as non-retail businesses as sending organisations and Fair-Trade organizations as receiving organisations. Each story covers various key themes and concepts and provides a reading list for further deepening of your knowledge on each topic.

ONLINE RESOURCE

www.vow-project.eu/four-themes-in-volunteering

<https://www.vow-project.eu/wp-content/uploads/Third-party-volunteering-Business-and-education-Topic-3.pdf>





VOLUNTEERING STORIES, TOPIC 4: THE VALUE OF VOLUNTEERS

To inform the reader on the volunteering topic, to inspire and to provide new insights the volunteer and/ or manager can use in their context.

INFORMATION

USEFUL FOR

- Managers and volunteer trainers, organisations working with volunteers
- Volunteers and operators in the organisations

TYPE OF TOOL

Article

DURATION

From 20 minutes to hours of reading (through the extra material)

MAIN FIELDS OF ACTION

Green Actions
Promotion of Ideas
Social Economy
Taking Action
Volunteer Management

RELATED SDG

All 17 SDGs are relevant for this activity

DESCRIPTION

This is the final part in a four-part series on core volunteer management topics. This part focuses on the value of volunteering / volunteers. This can be viewed from different perspectives, such as the individual, organisational and societal level, or the economic or social levels. Each story covers various key themes and concepts and provides a reading list for further deepening of your knowledge on each topic.

ONLINE RESOURCE

www.vow-project.eu/four-themes-in-volunteering

<https://www.vow-project.eu/wp-content/uploads/The-value-of-volunteers-Topic-4.pdf>





VOW RECRUITMENT READING LIST

This reading list informs the reader on the volunteering topic, to inspire and to provide new insights the volunteer and/ or manager can use in their context.

INFORMATION

USEFUL FOR

- Managers and volunteer trainers, organisations working with volunteers
- Volunteers and operators in the organisations

TYPE OF TOOL

Reading List

DURATION

From 20 minutes to hours of reading (through the extra material)

MAIN FIELDS OF ACTION

Promotion of Ideas
Taking Action
Volunteer Management

RELATED SDG

All 17 SDGs are relevant for this activity

DESCRIPTION

This is a reading about recruitment, especially created for VoW. It dives into the nuances of volunteer recruitment, explains important concepts and provides a large number of recourses for further reading.

ONLINE RESOURCE

<https://www.vow-project.eu/wp-content/uploads/VoW-recruitment-reading-list.pdf>





SECOND HAND SEPTEMBER CAMPAIGN

The Second Hand September Campaign raises awareness about consumption habits and offers concrete alternatives. It also contributes to an economic justice for all and builds a more sustainable world by extending the life cycle of used clothes.

INFORMATION

USEFUL FOR

- Managers and volunteer trainers, organisations working with volunteers
- Volunteers and operators in the organisations

TYPE OF TOOL

Campaign

MAIN FIELDS OF ACTION

Action on Economic Choices
Circular Economy
Social Economy
Sustainability
Taking Action

RELATED SDG

[12 - Responsible Consumption and Production](#)

DESCRIPTION (part 1)

The aims of this campaign are:

- Raising awareness about consumption habits and offering concrete alternatives: we have all experienced the feeling of fulfilment after buying something we like. But you can just as easily buy second-hand and feel just as euphoric. Ethical fashion or a vintage piece can be even more stylish than a new outfit, which would certainly be more expensive and much less respectful of people and the planet. Make the choice for fairer fashion by donating items in good condition or buying second-hand clothes.
- Contributing to an economic justice for all.
- Building a more sustainable world by extending the life cycle of used clothes.

Here are some concrete actions for to contribute to this campaign:

Try the challenge yourself!

For one month buy only second-hand clothes and “dress for the world you want to see”. By buying second-hand items or donating items in good condition, you are helping to build a fairer, more sustainable world. In Belgium, you can easily spot the OMDM second-hand shops by using this data base:

<https://oxfammagasinsdumonde.be/magasins-du-monde-oxfam>

Donations

You can also donate your used clothes and shoes at collection points.





SECOND HAND SEPTEMBER CAMPAIGN

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INFORMATION

USEFUL FOR

- Managers and volunteer trainers, organisations working with volunteers
- Volunteers and operators in the organisations

TYPE OF TOOL

Campaign

MAIN FIELDS OF ACTION

Action on Economic Choices
Circular Economy
Social Economy
Sustainability
Taking Action

RELATED SDG

12 - Responsible Consumption and Production

DESCRIPTION (part 2)

5 questions to have in mind before acquiring something:

1. Is it made with respect for human rights and the planet? Textile workers earn an average of \$5 for 12 hours' work.
2. Made in...? Do you know the origin of your purchase? A new item of clothing travels an average of 20,000 km.
3. Does this purchase contribute to a fairer economy? Buying second-hand means supporting a more local and socially responsible economy.
4. Have I thought about recycling or sorting and donating before buying? In Belgium, we throw away between 9 and 16 kg of clothes a year.
5. Do I really need it? On average, we only wear 30% of our purchases.

By asking yourself these five questions, you will be promoting smart fashion rather than fast fashion, and you will help to make fashion more ethical and sustainable.

Movie and debate

Watch the movie "Made in Bangladesh" and organise a film-debate evening. More info:

www.fashionrevolution.org/usa-blog/made-in-bangladesh-the-movie-that-will-make-you-see-garment-workers-in-a-different-light





SECOND HAND SEPTEMBER CAMPAIGN

The Second Hand September Campaign raises awareness about consumption habits and offers concrete alternatives. It also contributes to an economic justice for all and builds a more sustainable world by extending the life cycle of used clothes.

INFORMATION

USEFUL FOR

- Managers and volunteer trainers, organisations working with volunteers
- Volunteers and operators in the organisations

TYPE OF TOOL

Campaign

MAIN FIELDS OF ACTION

Action on Economic Choices
Circular Economy
Social Economy
Sustainability
Taking Action

RELATED SDG

[12 - Responsible Consumption and Production](#)

DESCRIPTION (part 3)

Share a few facts around you:

- Do you know the journey of a pair of jeans? From cotton field to shop, a pair of jeans can travel up to 65,000 km! In the interests of profitability, multinational companies outsource their production to developing countries. These clothes then have to travel many kilometres from the cotton field to the shop. The 4 billion tonnes of greenhouse gases generated by the textile industry result from the manufacture and transport of these products!
- What is behind the price of a T-shirt? The price of a fast fashion T-shirt sold for €29 includes 8 components. The largest component, €17, corresponds to the margins of the end shop. Next, €3.6 go to the brand and €3.4 represent the cost of materials. Transport costs amount to €2.19, while €1.20 go to intermediaries. The factory margin is €1.15 and overheads come to €1.27. Finally, only €0.18 go to the worker's salary. The two main reasons why your T-shirt costs less are linked to the minimum wage that producers receive for creating it and the raw materials used, which are polluting and/or of poor quality.
- In Belgium, people throw away an average of 9 to 16 kg of clothing every year and it is estimated that 70% of our clothes remain unused in our wardrobes. It is even said that we could clothe the whole world for several years if we pooled all the textiles we already owned... So change starts with our behaviour and our choices! Donate the clothes you do not wear and think smart fashion instead of fast fashion.

ONLINE RESOURCES

<https://oxfammagasinsdumonde.be/secondhandseptember>

www.fashionrevolution.org/usa-blog/made-in-bangladesh-the-movie-that-will-make-you-see-garment-workers-in-a-different-light

Related tools available on OMDM website to tackle the topic with a younger public:

www.outilsoxfam.be/produits/332

www.outilsoxfam.be/produits/337



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CAP 2030

Activity and information about how to get trained to use the tool “Cap 2030” created by Associations 21 Belgium.

INFORMATION

USEFUL FOR

- Managers and volunteer trainers, organisations working with volunteers
- Volunteers and operators in the organisations

TYPE OF TOOL

Campaign

MAIN FIELDS OF ACTION

Action on Economic Choices
Circular Economy
Social Economy
Sustainability
Taking Action

RELATED SDG

All 17 SDGs are relevant for this activity

DESCRIPTION

Transforming our world with the Sustainable Development Goals.

Cap 2030 is a management tool that enables companies to evaluate or design their actions and projects, or individual actions and projects, according to the 17 Sustainable Development Goals of the UN's Agenda 2030.

CAP 2030 is a fun way for a wide range of people to get to grips with the SDGs, based on their own realities and concerns. It can be used at all levels (in universities, local authorities, cultural centres, associations, schools, literacy centres, etc.). The groups that use this tool acquire, at their own level, a systemic vision inherent to Sustainable Development and think concretely about the actions that are or will be carried out.

Associations 21 (located in Belgium) organises training courses on how to use the CAP 2030 tool.

ONLINE RESOURCE

<https://cap2030.be>

<https://associations21.org>

