


# Good Boss, Bad Boss

 **Step:** Three - Explore more!

 **Time:** 1 h, 30 min

 **Space and materials:**

- Large room with tables and chairs;
- Music and speakers;
- Refreshments;
- A sample cube pattern;
- Lots of paper (reuse!) and posters;
- Scissors and ruler;
- Pencils and markers;
- Glue or tape.

 **Description of the tool**

1. Prepare in advance 2 different working places: A) *A sweatshop* with marked area, speaker ready to play loud music and missing or faulty tools; B) *A fair factory* with open space, refreshments, comfortable seating and good quality instruments for work
2. Divide the participants into 2 groups – A and B. Take the role of the boss of both factories producing cubes. The task of the participants is to produce as many cubes as possible according to the given pattern within 20 minutes. They can only use the materials provided and must always listen to the instructions of the boss.
3. During the activity, the boss is very rude with group A, and nice to the group B. E.g., the boss keeps group A in the area all the time, turns loud music on and off, barks at them, changes the amount of time they have. Meanwhile, the boss checks if group B feels fine, gives them a break, provides with high quality tools.
4. After the time is up, ask the participants to leave their roles and invite to discuss the following questions:
  - What happened during the activity?
  - How did you feel being treated impolitely/respectfully?
  - What issues has this simulation raised?
  - What can we as citizens and consumers do to help change the situation?

 **Additional remarks**

If the group has already worked with a specific stuff item or product, you can ask them to produce it. In this case, you will need to change the model – for example T-shirt, pants or soles of trainer made out of used paper or newspapers; paper footballs or the ones made out of used plastic bags, newspapers and rope.

 **Annex: Cube pattern**

