


How Does It Reach Us?

 **Step:** Two - Choose an issue!

 **Time:** 1 hour

 **Space and materials:**

- Room allowing to sit in circle and work in small groups;
- Copies of the list of issues – at least one per group;
- Posters and markers.

 **Description of the tool**

1. Divide the participants into smaller groups (up to 4 people). Assign one technological gadget (e.g., a mobile phone) to each group and ask the participants to imagine the journey of this object to their hands. Ask them to be as detailed as possible and to sketch this journey on a poster – the ideas and know-how behind the object, the materials it is made of, where were they mined and by whom, what happened next. They are free to use the Internet and any other sources of information available to complete their task.
2. While the participants work on the task, it is advisable that you do your own research (access to the Internet preferred) to make sure you follow and could contribute to important aspects. After the participants complete the task, invite the groups to present their findings/ suggestions.
3. Introduce the List of Issues and give at least one copy to each group. Ask them to think, discuss and decide if the listed global issues are connected to the journey of the objects they have been exploring and how. Make sure you can explain each of the issues shortly, should the participants ask.
4. Let the groups present their findings and debrief, exemplary questions:
 - How do you feel about the activity and what have you learnt?
 - Do you usually think about where the things we use come from and why?
 - If we find that things WE use are connected to a number of global issues, does it mean WE could also have an influence on solving them? Why? How?

 **Additional remarks**

Mobile phones are very appropriate to explore. In this case, you can get acquainted with questions like 'conflict minerals' used in most of the mobile phones and other devices. Make sure to pay attention not only to the materials but also to access to research, information, know-how, models and designs needed to produce technology. Reflect with the participants how knowledge is (not) transferred throughout borders, who does (not) have access to it and why this is important.

The tool can also be used for other themes, depending on the object you give to the participants for exploration – it can, for example, be a product, food, a piece of clothing, etc.

 **Annex: List of issues**

Environmental pollution

Usage of natural resources

Sustainable development

Biodiversity

Human rights

Labour rights

Child labour

Overconsumption

Animal rights

Poverty and hunger

Wealth allocation between countries

Health

Trade

Active citizenship

Intercultural dialogue

Social justice

Consumerism

Gender equality

Migration

Access to knowledge

Waste (including e-waste)
