

#### GENERAL OVERVIEW

### **Description:**

- Geared toward high school students
- Five-90 minute sessions
- Participatory learning activities
- Web-based research activities
- Action-component

# Methodology:

Start from student role as consumer of:

- Food (strawberries, bananas, chocolate).
- Apparel (brand-named t-shirts, pants, and coats).
- Sport equipment (brand name sneakers, baseball caps, soccer balls, baseballs, sports apparel).
- Electronics (cell phones, computer hard drives).
- Encourage students to find out where they are produced, who produces them, under what conditions.
- Reflect on issues of justice and rights regarding the working conditions and wages of workers that produce these goods.

- Build bridges between students and workers and their communities.
- Emphasis is on solidarity not charity.
- Students will become citizens and future workers of the global economy.

# **Overall Objectives:**

- Motivate students to explore what lies "behind the label" of the goods they consume.
- Understand the interconnectedness between consumers in the United States and workers' living conditions producing many of the goods that we buy.
- Introduce issues of human and labor rights in the global economy.
- Understand some of the most important economic factors behind sweatshop and child labor.
- Empower students to become active around issues of sweatshops and child labor by showing what others like them are already doing.

#### Each of the Five Modules Include:

- Themes (geared to teachers to help them prepare the sessions)
- Learning Objectives
- Activities
- Materials to be used during the session
- Web-based resources