

Lesson plan

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Topic: Sustainability/ environmental issues
Lesson title: Buy local

Lesson brief description
In this lesson students will learn more about their neighbourhood, they will understand the impact of fast fashion and globalization on the environment.

Time (Lesson duration):
5/6 hrs

Methodology: (group, individual, peer assessment, brainstorming, etc...)
mentimeter quiz about shopping habits
quiz about fast fashion and pollution
analysis and debate about the results of the quiz (quizzis)
watch the video <https://youtu.be/TDLSRI9IJE0?si=8UIC7OLbFLSG9uQD>
group work on how can we put an end or find a solution to reduce the problem
scavenger hunt in the neighbourhood to discover shops and facilities close to school (goosechase)
work group Minecraft to reproduce the mainstreet of the neighbourhood

Materials needed:
tablets for online quizzes or paper cards if tablets are not available
interactive white board
printer

Students' age: lower middle school (12/13 yrs)

Aims/Goals or SWBATs (Students will be able to.....)

- students will understand the impact of fast fashion and globalization on the environment

- students will reflect on their shopping habits and their behaviour
- students will deepen the knowledge of their neighbour
- students will acquire new sustainable behaviours
- students will make of their neighbourhood a better place

Lead-in *What's going to happen here to introduce your students to the topic?* Time 15 minutes

Mentimeter at the start of class to answer a few warm-up questions and create word clouds on their shopping habits

What key-concepts could teachers focus on? What needs to be pre-taught?
Sustainability and pollution in the world of business has been pre-taught

List of activities with brief description of each one and time for each one:

- Mentimeter quiz for warm up
- Quiz about fast fashion and pollution (quizziz.com)
- Analysis and group discussion about the result of the quiz
- watch the video <https://youtu.be/TDLSRI9IJE0?si=8UIC7OLbFLSG9uQD>
- Group work on how can we put an end or find a solution to reduce the problem
- scavenger hunt in the neighbourhood to discover shops and facilities close to school (goosechase)
- Minecraft to reproduce the mainstreet of the neighbourhood

What are other follow up (or homework) activities that can be included?
each student will write a report to point out what they have learned

What methodology / activities are used for assessment?
Observation, participation and evaluation of the final report

Other thoughts about this lesson plan:
this lesson is cross curricular so it can be a good citizenship activity carried out by the entire teaching team.

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