October to December: Consumerism

Low-tech - Step-by-step Guide



Step-by-step Guide

Climate Change Topic	Consumerism		
High-tech or Low-tech?	Low-tech		
Duration of the activity (in minutes)	30 to 40 minutes for intergenerational discussion and 20 to 30 minutes to test a repair-café	Learning Outcome	Learners will be able to: - Bring their point of view on a given situation. - Dialogue and exchange on these differences of points of view. - Discuss values and points of view. - Experiment with a repair-café to extend the life of an object.
Materials required for the activity	For intergenerational discussion: no object is required. To test a repair-café: a defective object used at home.		
Step-by-step instructions	In this theme of overconsumption, we propose 2 exercises to choose from. The first is an exercise in exchanging ideas, and open conversations between an intergenerational pair. Here are the steps of this first exercise : Step 1 : Discuss what success and happiness mean to each of you. Step 2 : Talk to each other about what you think a successful life would mean. Step 3 : The more money you have, the more you consume. What do you think? Debate how you can be happy without owning too many objects? The purpose of this exercise is to bring a long-term vision and to open up to other ideals that society often wants to promote. And seniors can play a key role here in relation to the younger generation and bring a rich exchange on their life experience, making it possible to live happily with less. The second exercise is used to experience a repair-café. Switzerland has a web page that lists more than 200 object repair centres, called "repair-cafés". These are distributed across regions.		

Other café-shops do not appear on this site such as that of Yverdon-les-Bains. It is therefore interesting to search the Internet for the repair-café in your area.

These centers make it possible to give a second life to objects that, despite defects, still often work thanks to a minor repair. Try the experiment the next time one of your objects breaks down and then discuss your experience around you.