

# FABLE

Innovative approaches to creating inclusive spaces  
for young people with sustainable fashion

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## INTERNATIONAL NETWORK HUB AND EU YOUTH STRATEGY



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# PARTNER

The FABLE project involves six partners from six different countries.



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# 01- Introducing the Fable Project



The FABLE project focuses on developing innovative practices for youth workers to support young people to use sustainable fashion as a way to create inclusive spaces. These new spaces of inclusion and using sustainable fashion as a tool aim to bring young people together, promote entrepreneurship and stimulate learning and critical thinking. Thus, the project offers an alternative proposal to promote inclusivity, starting with youth workers and young people, as well as to promote young people's entrepreneurship and the possibilities for personal and professional change.

The project focuses on two key global themes: how to be sustainable in the fashion industry and how to transform an ever-evolving industry to develop new integrative possibilities and transversal skills by promoting critical thinking and action outside of this market can be useful and with ethical work as a basis for the future?

Our goals are:

- Empowering young people and promoting capacity building of young people with an innovative, flexible methodology to be adaptable in different disadvantaged contexts.
- Strengthening organizations across the EU by promoting social inclusion approaches through the fashion labor market.
- Providing tools and resources to translate creative ideas related to the world of sustainable fashion into concrete actions.
- Raising awareness in local communities about the importance of rethinking the concept of inclusivity and creating a web of opportunities, labor market and sustainability.

## 02- Our project results

During the two project years, February 2022 and February 2024, all partners worked in three operational phases to achieve three different sets of results (Intellectual Output - IO). Follow all our actions and results on our website (<https://fable-project.eu/>). [Facebook page](#) and [Instagram page](#).



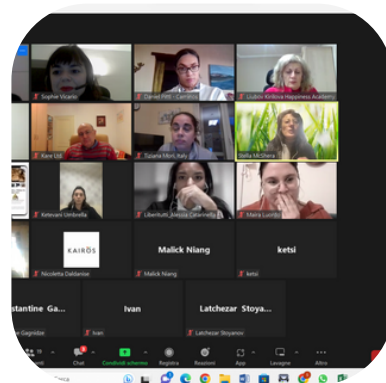
### IO 1- TRAINING CURRICULUM FOR YOUTH WORKERS ON INNOVATIVE PRACTICES

The FABLE training curriculum is designed to provide youth workers with skills and tools to work with young people on the topics of art-based learning, creative crafts and sustainable fashion. The aim is to help raise awareness of the issues in the fashion industry and the resulting ecological problems, to promote creative activities and to combine creativity with learning content.



### IO 2- G-LOCAL HUBS FOR YOUNG PEOPLE

For these second results, all partners have developed G-Local hubs and 15 activities around sustainable fashion. In order to disseminate the activities and implement them in different countries, a toolbox and a toolkit have been created. A total of 33 activities are included in these G-Local hubs and over 182 young people were involved in these activities!



### IO 3- INTERNATIONAL NETWORK HUB AND LEADERBOARD CHALLENGES FOR THE EUROPEAN YOUTH STRATEGY

An INTERNATIONAL NETWORK HUB has been created to promote collaboration at European and national levels between people working in sustainable fashion and wishing to use FABLE activities to improve their social inclusion activities with young people, especially the more vulnerable.

# FABLE

**03 - Outcome intellectual  
Output (IO) 3: International  
Network Hub and  
Leaderboard Challenges for  
the European Youth Strategy**



# 03 - Our activities and results

For this third outcome, International Network Hub and Leaderboard Challenges for European Youth Strategy, four main outcomes were achieved. This flipbook is the final result of this Intellectual Output (IO) .3 International Network Hub and Leaderboard Challenges for European Youth strategy. It is intended to be a synthesis of all actions and results achieved in IO .3.

Projects IO.3	details	Result
A1. Development of network policies and online environment	Create an online environment dedicated to discovering stakeholders and connecting them to launch new projects at European and national levels.	<ul style="list-style-type: none"> <li>• A persistent online environment integrated into the current Fable page</li> <li>• Network hub guidelines</li> <li>• A Telegram channel to connect stakeholders online and create opportunities for new partnerships and projects</li> <li>• 2 proposed models for the joint production of presentation materials for and by Stakeholders</li> </ul>
A2. Capacity building for organizations for Networking Hub	To ensure the usability of the online environment, we organized a short training via ZOOM to support the correct use of the online environment and present the content that needed to be developed together with stakeholders	<ul style="list-style-type: none"> <li>• 1 training course via Zoom 3 hours with 9 stakeholder participants</li> <li>• 47 stakeholders on the platform</li> <li>• 47 business cards</li> <li>• 47 presentations: text, video and/or audio</li> </ul>
A3. Organizing leaderboard challenges for the EU Youth Strategy	The network strategy includes organizing European Youth Strategy Leaderboard Challenges to increase engagement and encourage participants to learn about the project approaches.	<ul style="list-style-type: none"> <li>• 2 online events on Zoom, accessible on the YouTube channel</li> <li>• A total of 20 participants</li> <li>• 4 round tables on 4 youth goals</li> <li>• Co-creation of four action plans to strengthen engagement and promote sustainable fashion as a means to achieve the four youth goals</li> </ul>



# 04 - Our method

## Our values

The creation of a community involving stakeholders from different professional backgrounds, including researchers, schools, professionals and associations, all focused on promoting discussions about sustainable fashion values. The aim is to jointly develop a vision for the future of sustainable fashion and exchange knowledge about green entrepreneurship. The goal of the community is to connect different entities and promote potential collaborations.

To develop the Network Hub, guidelines were created and training sessions were organized so that participants could understand how it works and create personalized business cards.

To promote interaction between stakeholders, two online events were organized, which included discussions on sustainable fashion topics and the leaderboard challenges of the European Youth Strategy.

4 action plans were created together by the participating stakeholders!

They asked how sustainable fashion could be used to facilitate the achievement of the four EU youth goals.

**THE PLATFORM REMAINS OPEN FOR NEW MEMBERSHIPS.**



## 4 ACTION PLANS FOR 4 GOALS OF THE EU YOUTH STRATEGY

1. **EQUALITY FOR ALL  
GENDERS**
2. **INCLUSIVE COMPANIES**
3. **SUSTAINABLE GREEN  
EUROPE**
4. **QUALITY OF LEARNING**

# 05 - Development of network policies and the online environment (A1. IO-3)

At the local level, each FABLE project partner met with various sustainable fashion stakeholders to invite them to participate in our NETWORK Hub.

Each partner was able to explain the goals and added value of participating in this international online community for sustainable fashion.

**Goal: Create an online environment where different stakeholders can meet and share best practices to build new international and national partnerships.**

Benefits for those involved include:

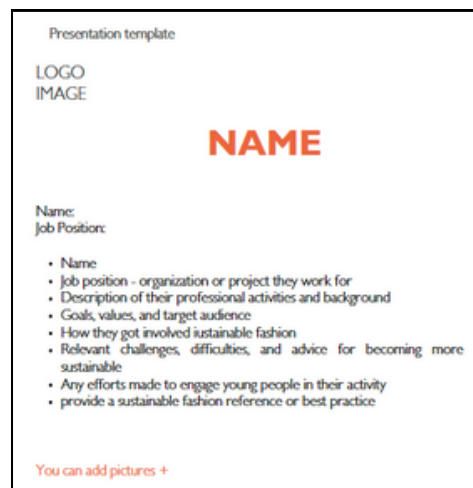
- Improving their visibility, profile and actions at international level.
- Active participation in discussions about sustainable fashion and youth integration.
- Access to best practices and exchange with colleagues.
- Use of the opportunities for communication, project development and collaboration via our online platform.

## Two proposed models for the co-production of presentation materials for and by stakeholders

### Business card



### presentation



#### **Presentation to each of the stakeholders:**

- 1 video (3 to 8 minutes)
- OR
- 1 audio (3 to 8 minutes)
- OR
- Written description: (approx. 2500 characters including spaces - max. 1 page)

# 05 - Development of network policies and the online environment (A1. IO-3)

To give stakeholders the opportunity to introduce themselves, we have created a series of questions of the following type to be answered:

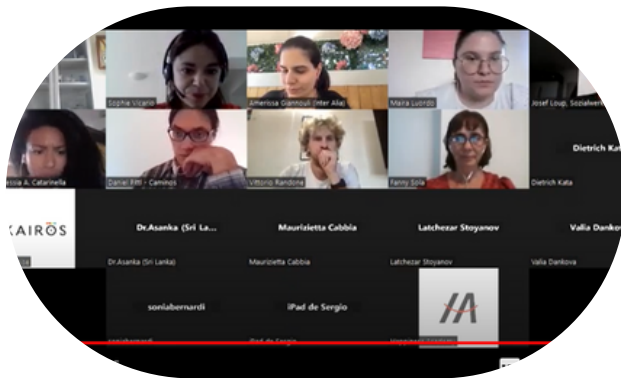
- Name
- Job position - organization or project they work for
- Description of their professional activities and background
- Goals, values and target group
- How they are committed to sustainable fashion
- Relevant challenges, difficulties and advice for more sustainability
- Any effort to involve young people in their activities represents a reference or best practice in sustainable fashion

**RESULTS A1:**

- 1x online platform
- 1x telegram access
- 1x Guidelines for setting up our network hub
- 2x proposed models for the joint production of presentation materials for and by stakeholders:
- 1x business card
- 1x template and guidelines for the presentation



# 06. Capacity building for organizations for Networking Hub (A2. IO-3)



**RESULT A2:**  
**1 online training, 9 participants – 47 business cards – 47 presentations**

To ensure the usability of the online environment, we organized a short training via ZOOM to support the correct use of the online environment and the content to be developed together with stakeholders.

During the online training on October 9, 2023, we were able to work with sustainable fashion players:

- Initiating collaborative, ice-breaking activities to begin building community.
- Sharing the goals and results of the FABLE project.
- Gain a deep understanding of the initiative's goals and discover FABLE's practices to promote sustainability and empower young people in the fashion industry and other creative fields.
- Goals and value of our international network hub.
- Introduction to the online environment: Learn more about the purpose and use of the online platform, which will serve as a central point for networking and building collaborations.
- Network with selected participants and discuss your work, its impact and your vision.
- Understand how to create presentations (business cards and presentation assets) used to co-create content for the Network Hub platform.
- How we make our community active: 2 online events on the EU youth goals.

## 07. Organization of Leaderboard Challenges for the EU Youth Strategy (A3. IO-3)

To promote interaction between stakeholders, two online events were organized, which included discussions on sustainable fashion topics and the leaderboard challenges of the European Youth Strategy.

At these events, every stakeholder was able to present themselves and their sustainable fashion reality.

This allowed each stakeholder to get to know each member of the community better to identify possible future collaborations.

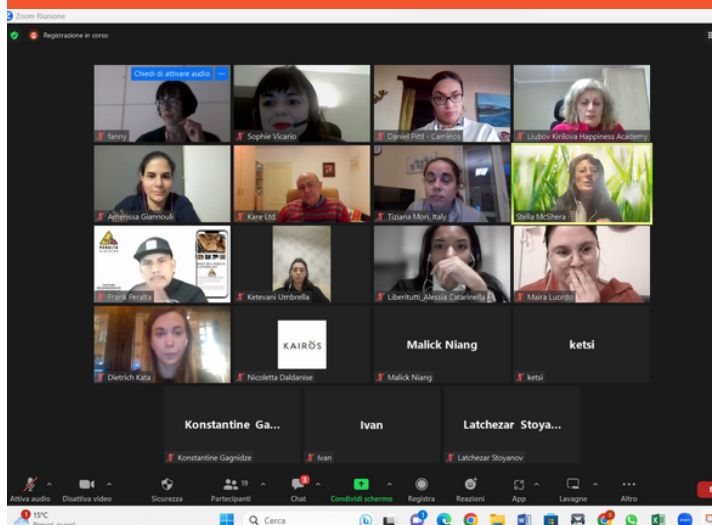
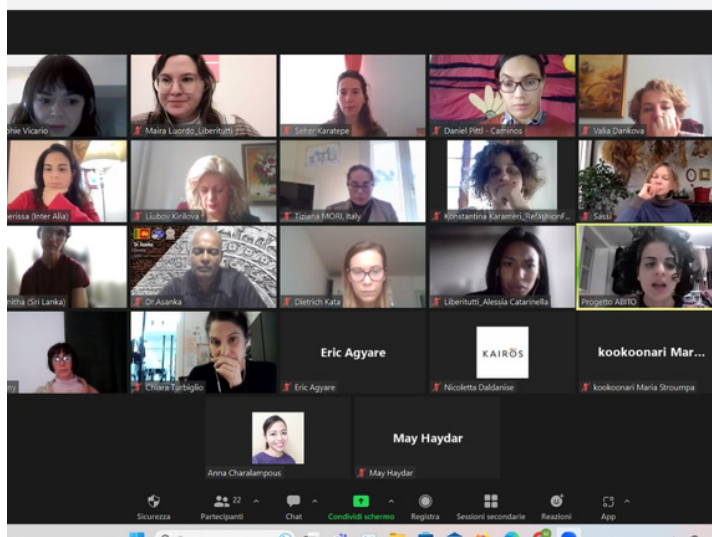
To give substance to this community, we also organized discussions around the 4 EU Youth Goals and linked them to sustainable fashion.

We used the World Café method so that each group could work on all four goals:

- Equality for all genders
- Inclusive companies
- Sustainable green Europe
- Quality of learning

The aim of these round tables was to compare the topics and ask how sustainable fashion can contribute to achieving the goals of the European Youth Strategy.

As a result, 4 action plans were created jointly by the stakeholders involved!



### RESULTS A3:

- 2 online events on Zoom, accessible on the [YouTube channel](#)
- A total of 20 participants
- 4 round tables on 4 EU youth goals
- Joint creation of 4 action plans for the youth strategy

# 08. Organization of leaderboard challenges for the EU Youth Strategy

## First round table on the goal of gender equality

At the first Round Table, we shared a Jamboard to reflect on how sustainable fashion can promote gender equality by introducing unisex designs, breaking down gender patterns and critically reflecting on representations of femininity and masculinity.



# 08. Organization of leaderboard challenges for the EU Youth Strategy

## Outcome 1: Action plan towards the goal of gender equality

### TOWARDS EDUCATION FOR GENDER EQUALITY

- Develop informal education in an accessible way.
- Focus on instilling in people the idea that everyone can wear whatever they want, regardless of gender.
- Change yourself, work on social behaviors.
- The functionality of gender-specific fashion needs to be carefully considered.
- Maybe we could think about versatile and multifunctional concepts.
- Fight against stereotypes.
- Address prejudices directly, e.g. with role play.

### DEVELOP AN OFFER AND STORY AGAINST STEREOTYPES AND DUALISMS

- Inclusive/adjustable size for all genders, can be adjusted as you like.
- Stop dividing collections into “women’s” and “men’s.”
- Change the narrative and language, storytelling is important!
- More trans\* models included.
- More men in advertising, fashion is not just about women's interest.
- Presentation of different bodies in the modeling and fashion sector.
- Be more progressive in advertising.
- Intersectionality: Be more inclusive for non-white people too.

### HAVE AN EQUAL AND MORE INCLUSIVE PRICING AND PRODUCTION POLICY

- Prices for clothing of all genders should/could be more equal.
- Make quality clothing more affordable.
- Make new fashion collections (especially for women) less common, as this reinforces consumption mechanisms and expectations of women's “body images.”
- Favor brands that are clearly committed to combating gender-based violence.
- The free enterprise/market economy wants frequent new collections for more customer loyalty and more sales, more profits, so it would be important to discuss this with politicians!
- Equal pay between genders and fashion producers.

# 08. Organization of leaderboard challenges for the EU Youth Strategy

## Second round table on the goal of learning quality

At the second round table, we held a joint Jamboard to reflect on how sustainable fashion can be a means of quality education and diverse education: more focused on non-formal learning, interdisciplinary skills, critical thinking and resilient and sustainable jobs for tomorrow.





# 08. Organization of leaderboard challenges for the EU Youth Strategy

## Outcome 2: Action plan for the goal of learning quality

### SUSTAINABLE FASHION AS PART OF TRANSVERSAL AND INFORMAL EDUCATION

- Combining formal education with non-formal and informal education.
- Teach young people to rethink old clothing or waste and create something new using creativity and play.
- Make more sustainable fashion courses accessible to young people, for all young people, including those with financial difficulties.
- Make educational opportunities for young people more engaging and interactive.
- Education as a tool for empowerment.
- Applying traditional craft practices.
- Combine fun with the learning process. Learn to play.

### RAISING AWARENESS, PROMOTING AND STRENGTHENING YOUTH DEVELOPMENT

- Unleash and encourage the creativity of young people.
- Increase participation and engagement of young people, particularly through greater innovation.
- Raise awareness among young people about the toxic effects of poor quality materials.
- Teach young people to critically analyze fashion-related advertising and recognize greenwashing.
- Promoting long-term sustainability in clothing choices.
- Create youth fashion competitions in middle and high schools to attract attention.

### DEVELOP ENTREPRENEURIAL SKILLS AND OPPORTUNITIES IN THE SUSTAINABLE FASHION JOB MARKET

- Strengthen entrepreneurial skills.
- Develop the potential and concrete employment prospects available in sectors of the European economy, such as textiles, fashion and accessories.
- Promote understanding of the economic and environmental benefits of local production for the land and labor.
- Make the sustainable design more attractive and the clothing overall more resilient.
- Attract new talent to usher in a “new sustainable wave.”

# 08. Organization of leaderboard challenges for the EU Youth Strategy

## Third round table for the goal of a sustainable green Europe

At the third roundtable, we had a joint jamboard to think about how European regulations could be implemented to promote sustainable fashion, an alternative to fast fashion that pollutes so much and offers degrading working conditions, and how the fashion industry adopts sustainable and environmentally friendly practices can introduce how using environmentally friendly materials, reducing waste and minimizing energy consumption contributes to a more sustainable Europe.

What are your proposals and solutions for an action plan?

- Production side (fast fashion & stricter regulations, taxes, standards, caps, limits to the collections and wastes management. etc)
- It is important to introduce broader producer liability regimes in all EU Member States.
- The Ecodesign Directive, which aims to make textile products safe and more sustainable from the design stage, is being examined. (Tiziana)
- Relocate at reforms that guide the journey for secondhand clothes in a win-win environmental goal
- when developing a fashion design, thrown away parts can use to create new fashions
- Invest in technology that transforms the fashion waste to new useful materials
- Answer 2. With he fight against climate change and inequalities: Goals 1 (defeating poverty), 3 (health and well-being), 7 (clean and affordable energy) (Tiziana)
- understand the interconnection and global aspect of the processes involved
- connect the different aspects (economic, ecological, social)
- be aware of the greenwashing (fast fashion industries)
- assessment of the marketing industry
- critical education and raise awareness on the importance not only on individual but also a collective level | conscious decisions
- Production side (SMEs & subsidies to decrease production and consumption costs & other financial motivations to mobilize consumers accordingly)
- slow fashion movement support and financial support to new eco textiles that last longer
- More focus needed on the DURABILITY of the fashion products.
- More focus on putting less burden on the environment when selecting MATERIALS and also utilizing ENERGY SOURCES.
- We should implement 3R Concept : Reduce (Reduce the material, minimizing the waste), Reuse, and Recycle
- relationships producer/consumer
- need to increase the support for alternatives, eg swap shops - companies could promote second hand processes

# 08. Organization of leaderboard challenges for the EU Youth Strategy

## Outcome 3: Action plan for the goal of a sustainable green Europe 1/2

### SUSTAINABLE FASHION DEVELOPMENT FROM DESIGN TO USED HAND

- Analyze the concept before you start designing.
- When developing a fashion design, discarded pieces can be used to create new fashion pieces.
- Investing in technology that transforms fashion waste into new, useful materials.
- It is important to introduce identical production rules and responsibilities in all EU member states.
- We need to focus more on the SUSTAINABILITY of fashion products.
- When selecting materials and using energy sources, greater emphasis is placed on protecting the environment.
- We should implement the 3R concept: Reduce (reduce materials, minimize waste), Reuse (reuse) and Recycle.
- Shift policy reforms that guide the path of second-hand clothing with an environmental focus.

### THE DEVELOPMENT OF COMMON RULES AT THE INTERNATIONAL LEVEL

- Tighten stricter regulations on the production side of fast fashion (taxes, standards, caps, collection limits and waste management, etc.).
- The Ecodesign Directive, which aims to make textile products safer and more sustainable right from the design phase, is currently under review.
- Price differences between sustainable fashion and fast fashion.
- Import regulations.
- The origin of production must be taken into account and regulated – global justice: labor differences between North and South.
- Limit the consumption of water, chemicals and energy.
- Quantity limitation: Should we buy so many things?

# 08. Organization of leaderboard challenges for the EU Youth Strategy

## Outcome 3: Action plan for the goal of a sustainable green Europe 2/2

### A HOLISTIC SUSTAINABLE RESPONSE TO OVERCOME POVERTY AND IMPROVE HEALTH

- Fighting climate change and inequalities also means fighting to end poverty, develop health and well-being, and promote clean and affordable energy.
- Understand the connections and the global aspect of the processes involved and link the different aspects (economic, ecological, social).
- Develop ethical production and consumption (gender issues, child labor).
- Support fair trade.

### THINK CRITICALLY, CREATE AWARENESS AND SUPPORT ALTERNATIVES

- Be aware that greenwashing (fast fashion industries) supports the slow fashion movement and financially supports new ecological textiles that last longer.
- Ask questions from the marketing industry.
- Critical education and awareness of the importance of alternatives not only at the individual but also collective level, conscious decisions, development of producer/consumer relationships.
- Support for alternatives needs to be increased, e.g. B. Barter transactions – companies could promote second-hand processes.
- Table for Consumers: Explain the differences between fast fashion and slow fashion.
- Promote best practices.
- More local production, traditional production methods.

# 08. Organization of leaderboard challenges for the EU Youth Strategy

## Fourth round table for the goal of inclusive societies

At the fourth round table, we held a joint Jamboard to think about how sustainable fashion can be made more inclusive both in the production process (e.g. through social tailoring) and in the sales phase by offering products that are economically and product-wise for are all accessible (e.g. all sizes).

What are your proposals and solutions for an action plan?

Through education to teach the negatives of fashion industry and build responsible behaviour

Education: Make your own T-shirt and value the efforts to make a piece of clothing

Do workshops and teach how to upcycle

Do clothing libraries where you are able to borrow a clothing you need for free, and do education inside the library

Provide trainings for designers, manufacturers on sustainable fashion practices, including ethical labor practices, materials and circular fashion.

Design for all: diversity of the target market Adaptive clothing for people with disabilities Ensure fair labor practices Product design accessible to all (magnetic closure...

Promoting an open design access to different focus groups

Do fashion shows, involve young people, helping to celebrate the idea of borrowing, not buying. And what people can do with the clothes they have or they borrow from the library

Work on communication, using inclusive models that represents everyone and each kind of target

Explore options such as crowdfunding initiatives to support ethical brands by showcasing them

Provide trainings for designers, manufacturers on sustainable fashion practices, including ethical labor practices, materials and circular fashion.

Design for all: diversity of the target market Adaptive clothing for people with disabilities Ensure fair labor practices Product design accessible to all (magnetic closure...

Promoting an open design access to different focus groups

To create an E-global fashion library with patterns to be replicated by local tailors and small shops. Fashion Open Code proposal

Work on the sizes - find a way that can be accessible by everyone at the same price

Genderless Fashion plant for all the clothing production process.

Work on the environment theme, to raise awareness about the sustainable fashion and get more engagement

Courses - where they can use their hands, to translate what is discussed. Practical activities

Educate young people to be more conscious

# 08. Organization of leaderboard challenges for the EU Youth Strategy

## Outcome 4: Action plan for the goal of inclusive societies 1/2

### PROMOTING EDUCATION AND RAISING AWARENESS FOR AN INCLUSIVE AND SUSTAINABLE SOCIETY

- Through education, the negative aspects of the fashion industry are conveyed and responsible behavior is developed.
- Education: Make your own t-shirt and recognize the effort that goes into making a garment.
- Organize workshops and learn how to recycle.
- Provide training to designers and manufacturers on sustainable fashion practices, including ethical labor practices, materials and circular fashion.
- Working on environmental issues to raise awareness of sustainable fashion and increase local engagement.
- Allow groups, children or adults to share personal stories through their clothing. They can exchange clothes and learn each other's stories, creating a sense of community.
- Expand our activity on slow fashion – natural dyeing – by involving representatives of migrant groups and learning from them about the natural fabric dyeing techniques they use in their cultures.

### RETHINK THE CONSUMPTION MODEL IN ALTERNATIVE WAYS

- Create clothing libraries where you can borrow the clothes you need for free and study in the library.
- Inspire them to celebrate the idea of borrowing instead of buying.
- Explore opportunities such as crowdfunding initiatives to support ethical brands through their exposure.
- Promote open access to design in diverse focus groups.
- Create an e-global fashion library with designs that can be reproduced by local tailors and small boutiques. Proposed Open Fashion Code.
- Social adaptation to include vulnerable people and promote their talents and abilities.
- Donate clothing that is not sold during the season to those in need.
- Greenpeace aims to creatively articulate environmental issues and promote solutions for a green and peaceful future. Work a lot at school level and involve young people.
- We should make it a lifestyle brand. It's like creating an organic community that truly represents the core idea of sustainability in fashion.

# 08. Organization of leaderboard challenges for the EU Youth Strategy

## Outcome 4: Action plan for the goal of inclusive societies 2/2

### INCLUSIVE AND SUSTAINABLE FASHION PRODUCTION AND MARKETING

- Work on communication and use inclusive models.
- Design for all: diversity of the target group, adapted clothing for people with disabilities, ensuring fair labor practices. Designing products that are accessible to everyone (e.g. magnetic closures, etc.).
- Work on sizes - find a way that is accessible to everyone at the same price.
- Genderless fashion factory for the entire clothing production process.
- Involve older people - who are not very represented in the fashion industry - and use their wisdom to find out how we can preserve and reuse our clothes.
- Provide adjustable/versatile clothing that can be easily resized/adjusted to suit different styles/sizes. This can be done through the use of buttons, zippers, etc. Otherwise, the problem of overproduction will simply be passed on to someone else (charities, etc.).
- Rather, companies should produce less and give away what they don't sell, so that this further fuels a process that must be adapted, above all, by companies.



## 09. Future prospects

### **What measures would you suggest to create spaces of inclusion for young people through sustainable fashion?**

“Encourage young people to participate in the design process by organizing design competitions or workshops that focus on inclusion.”

“Create opportunities for young people to present their ideas and promote diverse perspectives in fashion. Stand up for and activate young people (promote competitions, initiatives, petitions...).”

“In community centers, public and private schools and universities, create open challenges for young people through sustainable fashion and create a visual document around the journey.”

“I think places where they hang out – libraries, rec centers, etc. – are places to promote clothing library programming!”



# And what comes next?

You can join this community at any time! Come join us!

*Would you like to join our Sustainable Fashion International Network Hub Telegram group to exchange ideas or collaborate with other stakeholders? Scan the QR CODE to access the group!*



## Continuity suggestions suggested by stakeholders in our community?

*"Form working groups that are interested in a more active exchange of ideas and experiences. This group can also find local and international opportunities to implement projects that benefit the hub."*

*"Working to practice open innovation and capture the true essence of the community."*

*"I don't mind doing a quarterly call, but I need to build relationships with others in the group and that's hard! Perhaps smaller workgroups in similar time zones work on symbiotic projects or share skills (marketing, operations, finance, etc.)."*

# FABLE

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