

Wear Where?

EDUCATOR & DESIGNER LED

ABOUT

Have you ever **thought** about **where** you **wear** your clothes?

Every **clothing** item, such as a dress, jacket, top, skirt or trousers, is **designed** for a **different section** of the **body**.

But what if we could **wear** our clothing **differently** from how it was **designed**? What would happen if we turned our clothing literally **upside down, inside out, and on its head**?



PREP TIME

10 mins

COOKING TIME

30+ mins

SERVES

1+ people

INGREDIENTS

- A variety of clothing - this can be the players' own clothing or sourced and provided (such as from other people's wardrobes or thrifted)
- Drawing materials of your choice – paper & pens, pencils, crayons etc.
- *Optional:* A Mirror, Music

Designed Resources

You can use these resources digitally or printed:

- Wear Where? Task Cards
- Wear Where? Draw and Reflect Activity Sheet
- *Optional:* Presentation Slides

Wear Where?

RECIPE PREP

You will need the **'Wear Where?' Task Cards** and **'Draw and Reflect' Activity Sheet**.

The **'Wear Where?' Task Cards** can be printed and cut out or viewed and used online/digitally.

The **'Draw and Reflect' Activity Sheet** can be printed, instructions copied on players' own paper or notebook or used digitally.

PLAY-SPACE SET UP

You can arrange the Play-Space so you are **all seated** or **standing** in a **circle** with **clothing** in **front** of you. Ensure there is enough **room** for everyone to **move** around and **experiment** with the clothing.

Remember, you're playing too!

INTRODUCTION & DISCUSSION

1. **Introduce** the recipe - see the **'About'** section for what to say.
2. Facilitate a **discussion** around the players' **interactions** with their clothing. You can **discuss** this for as long as you like, but at **least 5-10 mins** is recommended.
 - Ask the players if they are **excited** to experiment with their clothing.
 - Ask the players if anyone has **experimented** with dressing-up or playing with clothing before.

Dressing-up can be defined as experimental play with clothing.

Wear Where?

- Ask the players how they **define** different clothing items. For example, what is the definition of a skirt, a top, a dress, pants, a jacket?
- Ask what the **difference** is **between how** you **define different clothing**. For example, how can you differentiate a top from a jacket (both are garments with armholes).
- Keep **challenging** players' **answers**, asking them to critique the function of their clothing items.

PLAYING WEAR WHERE?

3. Follow the instructions on the different **'Wear Where?' Task Cards**. Experiment for as long as you like but a recommended minimum is 15 minutes.

The tasks can be followed in **any order**. You can choose to play **all** the **cards** or only a **few** of them.

Players can use **different clothing** items for **each task** card or use the **same** clothing items in each task.

You can choose to **all** play the same task cards at the **same time** or you can each complete **different** task cards.

Encourage the players to be **creative** and **experimental**. These cards are designed to be **interpreted** – there is no wrong way of interpreting them!

If players have access to a **mirror**, encourage participants to **look** at their experiments in the mirror – this can help them **physically see** the **different** ways of **wearing** and **interacting** with clothing.

Optional:
Play music
while
dressing up!

Optional: Players can **create** their own **instructions!** How creative can they be? Encourage the **players** to come up with their **own ideas**.

Wear Where?

4. After you have finished playing the 'Wear Where?' task cards, each player should complete the **'Draw and Reflect' activity sheet**.

If you are not using the activity sheet, ensure everyone has a piece of paper or notebook to use and read out the instructions for them to follow.

5. **Facilitate a group discussion** regarding the players' answers. Players can **showcase** their **drawings** to the group and **discuss** what they drew.

Encourage the players to think about **how** they can **incorporate new ways** of **wearing** their clothes into their **everyday**.

PEDAGOGIC PRINCIPLES



LEARNING GOALS

Nurturing a sense of playfulness and experimentation when dressing and engaging with our wardrobes, developing an idiosyncratic fashion sense.

Fostering anti-trend, anti-consumption-based behaviours, challenging our clothing consumption habits.

Understanding the value and usefulness of our clothing, both its tangible and intangible qualities.

EXPLANATION

Through experimenting with where we wear our clothing, this activity challenges our preconceived assumptions about the role and function specific clothing items play in our lives.

It aims to encourage a more experimental approach to fashion and dressing, de-gendering our clothing.

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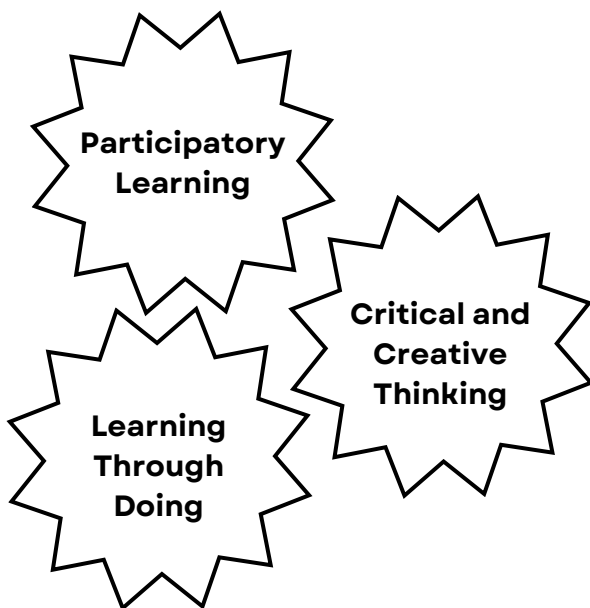
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