# ETHICAL TRADE

## ftt

## TRUMPS

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## A game of goods

Learn about the ethics of trade through *your stuff*.

Make Trump cards for your stuff, and play with your friends.

Find which brands are more ethical than others.

Have some serious fun in the process!

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## Make your cards

**1.** go to the ethical audit site http://free2work.org;
**2.** click the 'Industry' tab & choose a category containing something you own;
**3.** choose your brand and check its 'overall' grade;
**4.** click that grade to see the breakdown (+ 'view score card' for more detail);
**5.** add a photo of the thing you've researched to a card;
**6.** add the brand name & 5 letter grades to the card (& maybe a key fact from the score card);
**7.** make more cards & play with your friends;
**8.** email your cards to us (at fttclassroom@yahoo.com) & we'll make a virtual pack on flickr to share.

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## ftt
### Puma

*sample card*

### Ethical trade grades:

| | |
|---|---|
| Overall.................. | B |
| Policies................... | B+ |
| Transparency........ | B+ |
| Monitoring............. | B |
| Worker Rights........ | D+ |

**Key fact:** no Puma shoe makers earn a living wage (see score card)

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## Play the game

**1.** once you have enough cards, shuffle the pack & deal them out, face down;
**2.** the player to the right of the dealer starts - choosing a category from her or his first card & calling out the grade (e.g. Policies B+');
**3.** the other players call our their first card's grades for that category & the one with the highest grade takes them all (and puts them at the bottom of their pile of cards);
**3.** if 2 players have the same grade, the first one takes her / his next card & calls another grade (until a player wins that round, & all of its cards);
**4.** The winner of each round chooses the category for the next round & calls 1st;
**5.** the game ends when one player has won all of the cards.

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## Categories & key terms

*Policies* ... the brand's code of conduct, sourcing and subcontracting policies, and involvement with other organizations working to combat child and forced labor.

*Transparency* ... how thoroughly the brand understands its own supply chain, and whether it discloses critical information to the public.

*Monitoring* ... the adequacy of the brand's monitoring program to address the specific issues of child and forced labor.

*Worker Rights ...* the degree to which the brand seeks to actively support worker well-being by ensuring that workers claim their rights at work through organizing or earning a living wage (Source: here).

*(Sustainable) Living Wage ...* allows workers to cover satisfactorily all their basic needs: food, clothes, ...[&] the participation in cultural activities such as births and other religious festivals ... With this wage, it is possible to save a small amount to plan future purchases of other products and the fulfilment of other needs that may arise (Source: here).

## Card 1

ftt — add brand name here

add a photo of
your stuff here

**Ethical trade grades:**

Overall................. add its
Policies..................... free2work
Transparency.......... scores
Monitoring............... here
Worker Rights......................

**Key fact:** add something here
from the 'score card' if you like

## Card 2

ftt — add brand name here

add a photo of
your stuff here

**Ethical trade grades:**

Overall................. add its
Policies..................... free2work
Transparency.......... scores
Monitoring............... here
Worker Rights......................

**Key fact:** add something here
from the 'score card' if you like

## Card 3

ftt — add brand name here

add a photo of
your stuff here

**Ethical trade grades:**

Overall................. add its
Policies..................... free2work
Transparency.......... scores
Monitoring............... here
Worker Rights......................

**Key fact:** add something here
from the 'score card' if you like

## Card 4

ftt — add brand name here

add a photo of
your stuff here

**Ethical trade grades:**

Overall................. add its
Policies..................... free2work
Transparency.......... scores
Monitoring............... here
Worker Rights......................

**Key fact:** add something here
from the 'score card' if you like

## Card 5

ftt — add brand name here

add a photo of
your stuff here

**Ethical trade grades:**

Overall................. add its
Policies..................... free2work
Transparency.......... scores
Monitoring............... here
Worker Rights......................

**Key fact:** add something here
from the 'score card' if you like

## Card 6

ftt — add brand name here

add a photo of
your stuff here

**Ethical trade grades:**

Overall................. add its
Policies..................... free2work
Transparency.......... scores
Monitoring............... here
Worker Rights......................

**Key fact:** add something here
from the 'score card' if you like

# Credits

**Concept**
This game was first devised in 2012 as coursework for the 'Geographies of Material Culture' module at the University of Exeter by Joe Thorogood, Michael Franklin, Sophie Angell, Florence Flint, Bryony Board, Toby Swadling, Jack Saxton, Jake Pincock, Emma Hargreaves & Joe Harrison. See their original work here.

**Design**
This pack was designed by Ian Cook, in consultation with the #followtheteachers 'user crew' Alan Parkinson, Oprah Whipp, Victoria Salt, Charlotte Wild, Jenny Thomas, Natalie Batten, Heather Taylor & Mary Biddulph.

**Project**
This is one of many classroom resources for teaching trade with followthethings.com. Thanks to free2work.org for creating the data on which this game is based.