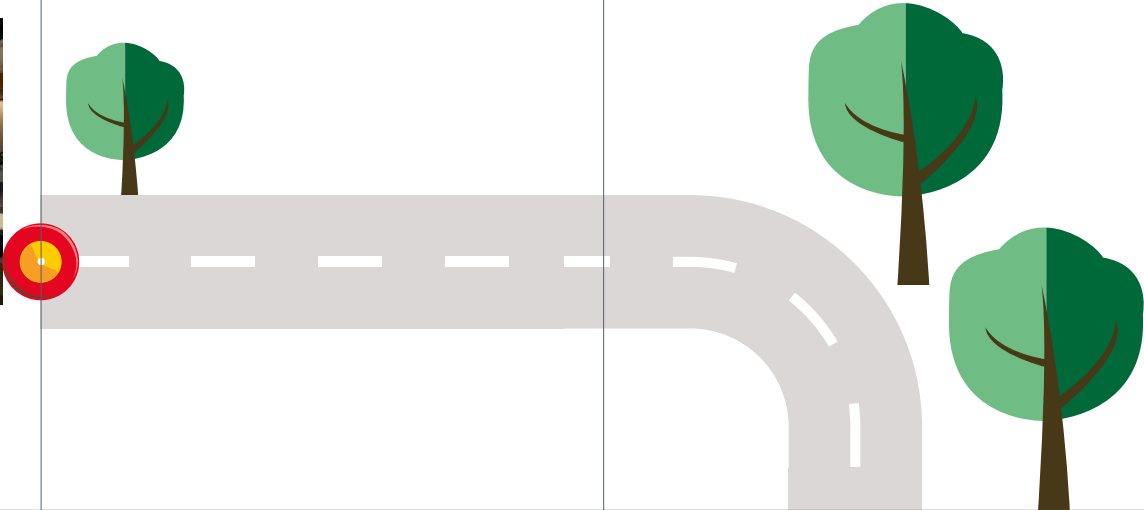




EUROPEAN COMMISSION

- One Commissioner from each EU country
- Proposes laws and checks their implementation
- Represents the EU



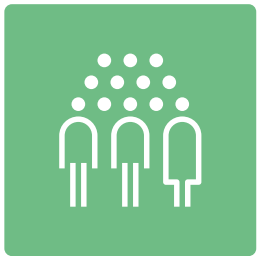
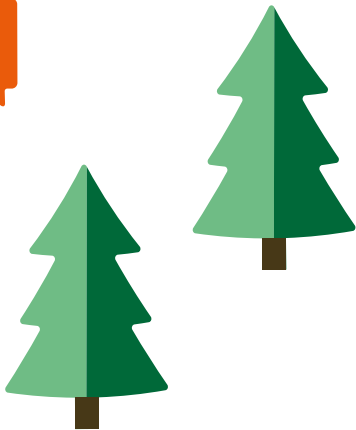
COUNCIL OF THE EUROPEAN UNION

- One minister from each Member State
- Decision-making body
- Represents the Member States



EUROPEAN PARLIAMENT

- 720 Members of Parliament (MEP)
- Decision-making body
- Represents the citizens of the EU



WORKSHEET

IN THE SHOES OF A MEMBER OF THE EUROPEAN PARLIAMENT

Process

From now on, each of you takes on the identity of a Member of the European Parliament (MEP). You were elected by the citizens of the European Union. They are counting on you to amend (= change), approve or reject law proposals.

On the game board you find cards with the blank side facing up. The cards either show a number or a symbol. Start with card number 1: one member of the group turns this card over and reads what is written on the back out loud. The group then performs the assignments.

After tackling card 1, continue in order with cards 2, 3 and 4. Respect the timing as indicated on the card. Use this worksheet to make notes.

Changes requested by the Council of the European Union

Write down the requested changes (amendments) briefly below (card 2).

Changes by the European Parliament

Write down your own changes (amendments) to the law proposal of the European Commission below. This is your new law. It is recommended to take into account both the changes asked for by the Council of the European Union (on card 2), as well as the information given by various stakeholders (card 3).

List the arguments / reasons why you, as Members of the European Parliament, believe the law you just created offers the best solution (card 4).

1.

2.

3.

1. LAW PROPOSAL BY THE EUROPEAN COMMISSION ON AN EU ARMY?



To make the EU more powerful in the world, the European Commission proposes...

ARTICLE 1: ...The establishment of a European army.

ARTICLE 2: ...That the weapons for the European army are bought jointly by EU countries.

Disclaimer: Neither form nor content of this exercise offer a complete representation of reality, nor do they represent the actual points of view of the European Parliament, the European Commission, the Council of the European Union or interest groups. The goal of this simulation exercise is purely educational, which is the only basis for the choices made.

EUROPE@SCHOOL - EUROPEAN PARLIAMENT ROLE PLAY GAME

2. LAW PROPOSAL BY THE EUROPEAN COMMISSION ON EUROPEAN DEMOCRACY



In order to better involve the citizens of the European Union, the European Commission proposes that:

ARTICLE 1: ... For the European Parliamentary elections all EU countries introduce a minimum voting age of 16. In this way, the opinions of Europe's young people will better be reflected through their representatives in the European Parliament.

ARTICLE 2: ... A 'European Citizens' Assembly' made up of randomly selected citizens that change each time will be providing its input on all newly developed legislation. The European Commission, the European Parliament and the Council of the European Union should all take into account the input of the European Citizens' Assembly in their decisions.

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EUROPE@SCHOOL - EUROPEAN PARLIAMENT ROLE PLAY GAME

3. LAW PROPOSAL BY THE EUROPEAN COMMISSION ON SUSTAINABLE FASHION



By raising consumer awareness, citizens can play an important role in making the EU's textile industry more sustainable, circular and competitive, and in reducing fast fashion in the EU. The European Commission proposes...

ARTICLE 1: ... The EU shall introduce an environmental "eco-score" label for clothing and textiles sold on the EU market. The eco-score shall provide information to consumers about the environmental footprint of the product. The exact criteria for calculating the eco-score will be defined during the legislative process. Possible elements include:

- Number of collections per year
- Speed of production
- Product durability and lifespan
- Recyclability
- Greenhouse gas emissions
- Water and energy use
- Transport distance

ARTICLE 2: ... In order to reduce the environmental impact of fast fashion, the EU shall progressively limit the placing on the market of textile products that do not meet minimum sustainability criteria.

The exact definition and criteria shall be determined during the legislative process. They shall be aligned with the eco-score criteria set out in Article 1 and shall also take into account the price level in relation to quality.

The eco-score developed under Article 1 shall serve as a basis for identifying fast fashion products that should be restricted.

The Commission proposes to phase in these restrictions, aiming for full implementation by 2030.

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4. LAW PROPOSAL BY THE EUROPEAN COMMISSION ON ARTIFICIAL INTELLIGENCE



In order to ensure that Artificial Intelligence (AI) in the EU is both trustworthy and competitive, the European Commission proposes that:

ARTICLE 1: ...Users must be clearly informed that they are not interacting with a human when interacting with an AI bot.

ARTICLE 2: ...Companies developing AI for healthcare, banking or national security (for example surveillance) must follow strict rules. They will have to document how their systems work, test them thoroughly to ensure they are safe, and have humans checking every step.

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EUROPE@SCHOOL - EUROPEAN PARLIAMENT ROLE PLAY GAME

EUROPEAN COMMISSION

1. Please read the law proposal of the European Commission. (2 min)
2. Briefly discuss the proposal within the group: What is it about? Ask the educator for extra information if needed. (2 min)
3. Each group member takes a moment to reflect whether they agree with the proposal. Afterwards, everybody takes turns presenting their point of view to the other group members.

FACTS AND FIGURES

- EU countries cooperate on security and defence policy – for example in the development of new weapons. However, each EU country ultimately has the last say about its own defence affairs.
- The defence industry is an important employer in some EU countries. Overall, almost 600,000 people work in the defence industry in the EU. ([Aerospace, Security and Defence Industries Association of Europe, 2024](#))
- The risk of war has increased for EU countries since the Russian war of aggression against Ukraine. Defence spending among EU countries rose by over 30% between 2021 and 2024. ([European Defence Agency, 2024](#))

ASSOCIATION OF EUROPEAN TAXPAYERS

EU countries must work together in defending the EU at a moment of increasing international conflict. However, defence is costly and should not come at the expense of other needed investments. By working together in a European army, EU countries can spend more efficiently together.

THEME 1: AN EU ARMY?

INDEPENDENT THINK TANK

The Russian war of aggression against Ukraine and a less reliable partner in the United States of America are generating new challenges for the defence and security of the EU countries.

The European Union countries should therefore join forces to be able to defend itself and play an important role in the world on a military level. EU countries need to coordinate which military goods they buy, so that they do not spend inefficiently.

COUNCIL OF THE EUROPEAN UNION

The Council of the EU reminds the European Commission of the fact that the EU countries decide independently on their foreign and defence policy. Therefore, the Council proposes the following changes:

ADDITION TO ARTICLE 1: This European army exists next to the national armies and does not replace them.

ADDITION TO ARTICLE 2: Every EU country decides independently whether it wants to participate in the joint purchase of weapons.

Please write down these changes (amendments) on the worksheet. (3 min)

THE EUROPEAN PARLIAMENT

Now it is your turn. As Members of the European Parliament you need to change the law proposal according to what you think is in the best interests of the EU citizens. BUT: you need to take into account the opinion of the Council (see 2), as well as the original law proposal of the European Commission. Also use the information of the stakeholders.

Take these steps:

1. Turn over the stakeholder's cards one at a time and read them out loud (each group member reads out loud one of the cards, take turns). These are the cards with a symbol in the corner. Continue until you have read all the cards. (8 min)
2. Put the cards with the text facing up on the table, so all group members see the information.
3. Discuss the original law proposal in your group and go over each article. Start with article 1: who agrees, who disagrees? Use the information from the stakeholders for your arguments. Do so for all articles. (10 min)
4. Make an adapted law all group members agree with. You can change the content of articles, delete them or add new ones. Write your new / adapted law on the worksheet. (6 min)

NETWORK OF PEACE ORGANISATIONS

In Libya and Afghanistan, the situation worsened after military intervention. Weapons cannot solve conflicts. We want the EU to refrain from investing in a European army, as it could be interpreted as a sign of escalation. This money can be much better spent on social services or invested in the economy.

DEFENCE INDUSTRY

We are in favour of a new European army alongside the existing national armies. The safety of the European Union must prevail. The EU needs to develop its own defence policy urgently instead of relying on the US for help.

We ask the European Parliament to provide extra budget for the development of this army. It is in our common interest.

You've created your own adapted law.

Now you have to gather support from the entire European Parliament. Prepare a short presentation of your new law for the other MEPs (your fellow learners). Use the worksheet and proceed as follows: (5 min)

1. Take the original law proposal of the European Commission and read it out loud.
2. Tell your fellow learners which changes were requested by the Council.
3. Read your new law out loud.
4. Provide 2 or 3 arguments why you think this is a good measure for the citizens of the EU. Prepare these beforehand and write them on the worksheet.

EUROPEAN COMMISSION

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2. Briefly discuss the proposal within the group: What is it about? Ask the educator for extra information if needed. (2 min)
3. Each group member takes a moment to reflect whether they agree with the proposal. Afterwards, everybody takes turns presenting their point of view to the other group members.

FACTS AND FIGURES

- Overall voter turnout for the European elections in 2024 was 50.7%. ([European Parliament, 2024](#))
- Only Austria, Belgium, Germany and Malta have a voting age of 16. In Greece it is 17. ([European Parliament, 2024](#))
- The Report on the final outcome on the Conference on the Future of Europe in May 2022 showed that 70% of Europeans expect to be more regularly and meaningfully involved in EU decision-making. ([Conference on the Future of Europe, 2022](#))

YOUNG CITIZENS INITIATIVE

Young people who cannot vote are often overlooked in decision-making processes. Politicians often fail to see what young people need and want, even though they are the ones who will be affected by laws for the rest of their lives. The lowering of the voting age to 16 is an absolute necessity in order to restore confidence in democracy and to have more young people actively participate.

INDEPENDENT THINK TANK

Most regular citizens are not experts. Why would the institutions give them such an important role? Instead of an assembly of citizens, our think tank recommends selecting experts in the field, from industry, the academic world and civil society organisations.

COUNCIL OF THE EUROPEAN UNION

The Council is in favour of citizens participating more in EU affairs. It emphasises, however, that it is the EU countries who decide on the voting age. It demands the following changes:

ARTICLE 1. The European Commission can only encourage the EU countries to introduce a minimum voting age of 16. It is the EU countries who make the final decision.

ADDITION TO ARTICLE 2. 'This Assembly can only give advice and has no other power.'

Please write down these changes (amendments) on the worksheet. (3 min)

THE EUROPEAN PARLIAMENT

Now it is your turn. As Members of the European Parliament you need to change the law proposal according to what you think is in the best interests of the EU citizens. BUT: you need to take into account the opinion of the Council (see 2), as well as the original law proposal of the European Commission. Also use the information of the stakeholders.

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4. Make an adapted law all group members agree with. You can change the content of articles, delete them or add new ones. Write your new / adapted law on the worksheet. (6 min)

THE EUROPEAN POLICY ASSOCIATION

Europeans want a greater voice in the functioning of the EU. We are very much in favour of the second part of this proposal, in particular the at-random selection of citizens. There is no point making promises to win a place in this assembly. This also ensures that 'ordinary citizens' are involved in European policy-making. This is important because most of the current participatory instruments mainly target either organised or professional interests, or experts in a particular field.

THINK TANK FOR EUROPEAN DEMOCRACY

We are in favour of lowering the voting age to 16 for the European elections. This will mean that the election results reflect the opinion of all citizens, including young people. This is important, because research has shown that most voters are from the older generations, which can distort the election results.

You've created your own adapted law.

Now you have to gather support from the entire European Parliament. Prepare a short presentation of your new law for the other MEPs (your fellow learners). Use the worksheet and proceed as follows: (5 min)

1. Take the original law proposal of the European Commission and read it out loud.
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EUROPEAN COMMISSION

1. Please read the law proposal of the European Commission. (2 min)
2. Briefly discuss the proposal within the group: What is it about? Ask the educator for extra information if needed. (2 min)
3. Each group member takes a moment to reflect whether they agree with the proposal. Afterwards, everybody takes turns presenting their point of view to the other group members.

FACTS AND FIGURES

- 20 percent of the EU's total waste is plastic. ([Eurostat, 2022](#))
- Over 70 per cent of clothing is made from synthetic fibres, which are types of plastic. ([European Environment Agency, 2017](#)) Only 1% of material in clothing is recycled into new clothing. ([EMF, 2017](#))
- On average, 11 kg of textiles (clothes) are thrown away per person every year. Three-quarters of discarded clothing ends up in landfills or the ocean, is burned, or is dumped illegally – this translates to about one truckload every second worldwide. ([European Research Executive Agency, 2024](#))

RE-VALUE COLLECTIVE

We fully support the EU's efforts to reduce textile waste, introduce the eco-score label, and restrict fast fashion. Our work in repair, rental, and resale helps extend the life of clothes and reduce waste. We call for strong support for circular business models and clear eco-score rules that reward durability, and longevity. Easy-to-use collection points are also key to bringing more textiles back into circulation and reducing waste.

THEME 3: SUSTAINABLE FASHION

THE WORKERS' ADVOCATE TRADE UNION

We support reducing textile waste and see the eco-score as a chance to make production more responsible. The eco-score should also assess fair wages, safe workplaces, and worker participation. But if not properly managed, stricter rules and bans on fast fashion could cost jobs, especially in poorer countries. Social and environmental standards must go hand in hand to ensure a just transition. Workers should stay involved in the decisions that affect them.

COUNCIL OF THE EUROPEAN UNION

The Council of the EU does not entirely agree with the proposal of the European Commission. It would like to see the following changes:

ADDITION TO ARTICLE 1: The EU countries want to protect small and local shops so that they are not burdened. They want to add this sentence to Article 1: "The obligation to display the eco-score should only apply to large companies."

ARTICLE 2: Instead of banning fast fashion by 2030, the EU countries want to achieve this in stages. A complete ban should only be in force by 2050.

Please write down these changes (amendments) on the worksheet. (3 min)

THE EUROPEAN PARLIAMENT

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4. Make an adapted law all group members agree with. You can change the content of articles, delete them or add new ones. Write your new / adapted law on the worksheet. (6 min)

ANTI-FAST FASHION MOVEMENT

Fast fashion is out of fashion! We strongly support the EU's plan to reduce textile waste, introduce an eco-score, and restrict fast fashion by 2030. Fast fashion's cheap, short-lived clothes fuel overconsumption, environmental damage, and poor working conditions. The industry must take responsibility, and consumers must choose quality over quantity. These new rules are urgently needed to protect people and the planet.

FAST FASHION INDUSTRY

We understand the importance of protecting the environment and invest in recycling and circular solutions. But calling our products "fast fashion" is misleading. We offer affordable fashion that responds to consumer demand. Mandatory eco-scores are difficult because clothes are made in many countries, with many materials and suppliers. One simple score may give a misleading picture. Strict bans by 2030 could reduce choice, raise prices and cost jobs. We prefer voluntary improvements, innovation, and flexible timelines.

You've created your own adapted law.

Now you have to gather support from the entire European Parliament. Prepare a short presentation of your new law for the other MEPs (your fellow learners). Use the worksheet and proceed as follows: (5 min)

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3. Each group member takes a moment to reflect whether they agree with the proposal. Afterwards, everybody takes turns presenting their point of view to the other group members.

FACTS AND FIGURES

- Artificial Intelligence (AI) is probably the defining technology of the last decade and also the next. It has the potential to alter most areas of everyday life.
- Most Europeans believe that AI has a positive impact on jobs, the economy, society and the quality of life. ([Eurobarometer, 2025](#))
- 84% of Europeans think that AI requires careful management to protect privacy and ensure transparency in the workplace. ([Eurobarometer, 2025](#))

DIGITAL RIGHTS WATCH

AI is already influencing who gets a job, a loan or is a police suspect – often without us knowing. We call for every AI tool, not just those that interact directly with people, to be clearly labelled ‘AI in use’ so that people can choose a human decision instead. We also advocate for clear and transparent documentation of all AI systems, especially those with national security implications. If we have surveillance software, we need to be sure that it is compliant and safe for everyone.

THEME 4: AI ACT

EUROPEAN YOUTH DIGITAL COALITION

Young people will live with the consequences of AI for much longer than today’s decision-makers. We call for strict rules and safe testing zones where students and young developers can safely test their AI projects under supervision. We also need to integrate learning about AI, its challenges and opportunities, into everyday life, whether through school curricula or government information campaigns. Only informed citizens can form a good opinion on an issue that affects them so deeply.

COUNCIL OF THE EUROPEAN UNION

The Council’s common position aims to improve the Commission’s draft by balancing strict safeguards with technical feasibility and support for innovation:

ARTICLE 2: The EU countries do not want to include AI for national security in the law. In matters of national security, it is dangerous to document how AI systems work as this exposes the systems to espionage and sabotage.

ADDITION ARTICLE 3: To support innovation, EU countries must set up special test zones where new AI systems can be tested safely and under supervision.

EU countries support small companies and start-ups that want to develop AI systems to give users more options, rather than just relying on large and established companies.

Please write down these changes (amendments) on the worksheet. (3 min)

THE EUROPEAN PARLIAMENT

Now it is your turn. As Members of the European Parliament you need to change the law proposal according to what you think is in the best interests of the EU citizens. BUT: you need to take into account the opinion of the Council (see 2), as well as the original law proposal of the European Commission. Also use the information of the stakeholders.

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EUROPEAN SMALL BUSINESS NETWORK

Our members are building AI tools to track climate change, optimise delivery routes or recommend purchases in online shopping. The proposed rules would make it much more expensive and difficult to build new AI systems. We are concerned that smaller and new companies in particular will not be able to carry this burden. We propose a fast-track ‘innovation hub’ where start-ups can get hands-on help and advice from EU AI experts.

EUROPEAN UNION FOR INDUSTRIAL WORKERS

Automation and AI are used more and more in industry, but often without thinking enough about what this means for workers’ rights and job security. We demand that any new laws about AI include mandatory worker consultations and evaluations of the impact on workers. It is also important that all workers are treated fairly. We want Article 1 to be changed to say that companies must explain how their use of AI might influence jobs and working conditions.

You’ve created your own adapted law.

Now you have to gather support from the entire European Parliament. Prepare a short presentation of your new law for the other MEPs (your fellow learners). Use the worksheet and proceed as follows: (5 min)

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