



Game Begins for Sustainable Development Goals

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The Fast Thematic Ball



Type of The Game

Outdoor Game



Target Groups

Young people and Youth Workers



Duration

20-45 Minutes

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Objectives

- Promote teamwork and collaboration within the participants.
- Increase awareness and knowledge about the SDGs and their related actions.
- Encourage quick thinking and communication skills.
- Create a fun and engaging atmosphere while discussing important global topics.

Materials needed

- Soft ball.

Instructions

- Divide the participants into two teams and designate a referee.
- Explain that the objective of the game is for each team to score points by answering questions related to the SDGs while passing the ball among their teammates.
- Instruct the participants that they cannot run with the ball but can throw it. Each player can take at least three steps before passing the ball to a different teammate.
- Start the game by having the referee say "Go!"
- The teams should pass the ball among their members, trying to keep possession while the referee keeps an eye on the play.
- At any point during the game, the referee can say "Stop!"
- When the referee says "Stop!" the team in possession of the ball must stop and one participant from that team must answer a question related to the SDGs within ten seconds.
- The question can be related to any of the SDGs or specific actions associated with the goals. For example, if the topic is "Zero Hunger," the player with the ball could say, "promote sustainable agriculture" or "donate non-perishable foods to charities."
- If the participant successfully answers the question within the given time, their team scores one point. If they fail to answer or exceed the time limit, the opposing team gains possession.
- Once a point is scored, both teams return to their respective lines, and the game restarts with the team that did not score the point.



- The game continues until one of the teams reaches a predetermined number of points, typically five, to win the game.

Tips for facilitator/adaptations/notes...

- Encourage participants to actively communicate and strategize while passing the ball and answering questions.
- Remind participants to keep the focus on the game and maintain a respectful and supportive atmosphere.
- Adapt the questions to the knowledge level of the participants and consider including a range of difficulty to challenge their understanding of the SDGs.
- If playing with younger participants or those less familiar with the SDGs, provide hints or clues to help them answer the questions.
- Monitor the game and ensure fair play by enforcing the rules and encouraging sportsmanship.
- Adjust the number of points required to win based on the available time and the level of engagement desired.
- If needed, provide brief explanations or discussions about the SDGs after each question to enhance participants' understanding of the goals.
- Have fun and create an enjoyable experience for the participants while learning about the SDGs.

Useful links/further reading

- United Nations Sustainable Development Goals: <https://sdgs.un.org/goals>

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