



Game Begins for Sustainable Development Goals

2022-1-DE04-KA210-YOU-000081404
Sociometry of SDGS



Type of The Game

Indoor Game



Target Groups

Young People and Youth Workers



Duration

30-60 Minutes

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Objectives

1. Assess the level of engagement and involvement of participants in the SDGs.
2. Identify areas of strength and areas for improvement in the group's collective engagement.
3. Facilitate self-reflection and awareness about individual contributions to the SDGs.
4. Promote dialogue and discussion about the SDGs among participants.

Materials needed

- Labels with frequency adverbs (Always, Usually, Often, Sometimes, Seldom, Never).
- Badges or digital cards corresponding to the adverbs (physical or digital, depending on the setting).
- Sentences about sub-actions related to the SDGs (prepared by the facilitator).
- Optional: Online polling or survey tool for virtual settings.

Instructions

- Introduce the concept of sociometry and explain that it will be used as a tool to assess the level of engagement in achieving the SDGs within the group.
- Provide labels with frequency adverbs (Always, Usually, Often, Sometimes, Seldom, Never) to the participants.
- Explain that you will read a series of sentences about sub-actions related to the SDGs.
- After each sentence, ask participants to position themselves in front of the label that best represents the frequency of their engagement in that particular action.
- Allow participants time to position themselves, and encourage them to reflect on their engagement honestly.
- Once participants have positioned themselves, distribute badges or digital cards to each participant, corresponding to the adverb they selected.
- Explain that the badges or digital cards represent the frequency with which they perform the sub-actions related to the SDGs.
- Participants should collect badges or keep track of their digital cards based on their positions.
- After all the sentences have been read and participants have collected their badges, announce that the participant with the most badges is considered the winner of the SDGs challenge.



- Facilitate a discussion among participants about their positioning, levels of engagement, and reflections on the results.
- Encourage participants to share insights, ask questions, and discuss ways to enhance engagement and contribute more effectively to the SDGs.
- In a virtual setting, use online polling or survey tools to collect participants' responses and generate the results.
- Share the overall results with the group, highlighting areas of consensus, variations, and potential areas for improvement.

Tips for facilitator/adaptations/notes...

- Create a safe and non-judgmental environment for participants to express their level of engagement honestly.
- Customize the sentences about sub-actions to align with the specific SDGs or sub-goals relevant to the group or organization.
- Adapt the frequency adverbs to fit the cultural context and understanding of the participants.
- Encourage participants to reflect on their positioning and engage in self-assessment regarding their contributions to the SDGs.
- Foster open dialogue and active listening during the group discussion to facilitate shared learning and understanding.
- In virtual settings, ensure that participants are familiar with the online polling or survey tools being used and provide clear instructions for their participation.
- Emphasize that the goal of the activity is not to compete but to assess and improve collective engagement in the SDGs.

Useful links/further reading

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