



# Game Begins for Sustainable Development Goals

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## Memory SDGs



### Type of The Game

Card Games

### Target Groups

Young people and Youth  
Workers

### Duration

- The duration of the game can vary depending on the number of players and the desired level of challenge. Typically, allocate 15-30 minutes for a standard game, but this can be adjusted based on the group's preferences.



## Objectives

- Familiarize participants with the United Nations' Sustainable Development Goals (SDGs).
- Test and improve memory skills.
- Promote learning and awareness about global sustainability challenges.
- Encourage discussion and conversation around the SDGs.

## Materials needed

- Two sets of cards with the 17 SDGs printed on them. Each goal should be represented by a unique image or icon. You can create your own cards or find printable templates online.
- A table or playing surface to lay out the cards.
- Optional: Brief explanations or descriptions of the SDGs for players who are not familiar with them.
- <https://drive.google.com/drive/u/0/folders/1qD6ywLYB4vyMqeUhhgt76swmQ2yF0seV>

## Instructions

- Start by shuffling the cards and laying them face down in a grid on a table or playing surface.
- Determine the order of play. This can be decided randomly or through mutual agreement.
- The first player flips over two cards, one at a time, revealing their faces to all players.
- If the two cards match (i.e., they represent the same SDG), the player keeps the pair and takes another turn.
- If the cards do not match, the player turns them face down again, and it becomes the next player's turn.

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- Continue in this manner, with players taking turns and flipping over two cards at a time, trying to find matching pairs.
- As players uncover cards, encourage them to briefly explain or discuss the SDG represented by the card to enhance learning and engagement.
- The game continues until all the pairs have been collected.
- Count the number of pairs each player has collected. The player with the most pairs at the end of the game is declared the winner.
- After the game, facilitate a discussion about the SDGs and their significance. Encourage players to share their thoughts, reflections, and any new insights gained from playing the game.
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## Tips for facilitator/adaptations/notes...

- Adjust the difficulty level based on the participants' age and familiarity with the SDGs. For younger players or beginners, you can start with a smaller set of cards.
- Consider setting a time limit for players to memorize the card positions before starting the game. This adds an extra challenge and encourages participants to focus and improve their memory skills.
- Provide brief explanations or descriptions of the SDGs for players who are not familiar with them. This helps to increase understanding and engagement with the goals.
- Adapt the game by creating custom cards that feature local or regional sustainability goals or initiatives to make it more relevant to the participants.
- Encourage participants to discuss the connections between the SDGs and their daily lives, encouraging reflection and critical thinking.
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## Useful links/further reading

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

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- "The Sustainable Development Goals: A Brief Overview" by the United Nations Development Programme: <https://www.undp.org/content/undp/en/home/sustainable-development-goals.html>
- "Teaching and Learning with the Sustainable Development Goals" by the United Nations Educational, Scientific and Cultural Organization (UNESCO): <https://unesdoc.unesco.org/ark:/48223/pf0000375438>
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