



# Game Begins for Sustainable Development Goals

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## Save the Planet



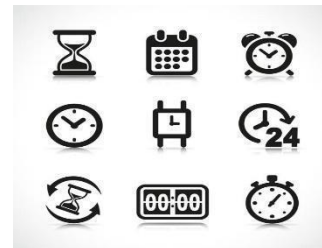
### Type of The Game

**Digital Game**



### Target Groups

**Young people and Youth  
Workers**



### Duration

**60+ minutes**

## Objectives

Participants will be able to

- Promote awareness and understanding of the Sustainable Development Goals (SDGs).
- Encourage teamwork and collaboration among players.
- Enhance communication skills and creativity.
- Problem-solving and critical thinking abilities.



## Materials needed

- Access to a computer
- **Admin:** <https://www.genial.ly>
- **Game:** <https://www.gedat.pl/sdgs/save.html>

## Instructions (Give instructions step by step, please)

### Description:

An educational game in which it is important to remember details and think logically. At each stage of the game, participants will watch a video and answer related questions.

### Preparation:

The game does not require a game leader. The game is best displayed on a projector or on a large screen.

Divide the participants into any groups (they can be one-person).

Each group gets 3 chances - give 3 small items, e.g. coins, pins, beads, etc.

Create a stack of extra chance points on the side - use it when groups gain or lose points.

Prepare sheets and pens for each group.

### Round 1:

Start mission 1: "Climate" and watch the first cinematic. All groups can take notes and exchange comments after the video.

In this round, only the participants of the corresponding group can consult with each other during the answer.

Randomly select 1 group to start the game. Each group takes turns (clockwise) to answer the questions.

If the answer is correct, the group gets 1 chance and the next group answers the next question.

A wrong answer means the loss of 1 chance. The next group tries to guess the same question again. A correct answer means gaining 1 chance, an error - losing 1 chance. Everyone knows the last answer is correct. Read it and move on to the next question and the next group.

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If there are enough questions, some groups may drop out of the game already at this stage.

### **Round 2:**

Start mission 2: "Forests" and watch the video. All groups can take notes and exchange comments after the video.

In this round, all players from all groups can give hints to the group that answers the question, but they don't have to tell them the truth :) They can make them confused and uninformed.

The rest of the rules are the same as for round 1.

### **Round 3:**

The 2 groups with the most chances advance to the final round. If there are more than 2 groups, use the "Waste segregation" game to select the finalists.

Start mission 3: "Melting of the poles" and watch the video. All groups can take notes and exchange comments after the video.

In this round, all players from all groups (including those who dropped out) can give hints to the group that answers the question, but they do not have to tell them the truth :) They can make them confused and uninformed.

The rest of the rules are the same as for round 1.

An additional option for groups of at least 3 people.

In case of an incorrect answer, remove 1 participant from the group who will not be able to give hints.

### **End of the game:**

The game ends when one of the groups is eliminated or when the questions run out. In this case, count the points.

In case of a tie, the Waste Segregation game can be played again.

## **Tips for facilitator/adaptations/notes...**

- The number of questions in the rounds should correspond to the number of created groups/teams. Add new questions or remove existing ones to fit the groups. In rounds 1 and 2, the number of questions must be a multiple of the number of groups.

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For example, if there are 5 groups, there should be at least 5/10/15 questions in each round (multiple of 5).