SDGs XLGame Begins for Sustainable Development Goals

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SDGs XL
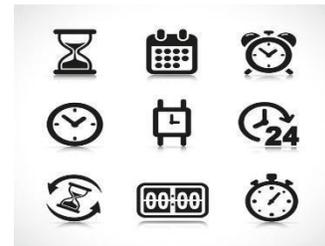
Type of The Game

Board Games

Target Groups

Young people and Youth Workers

Duration

60+ minutes

Objectives

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

Materials needed

- Gameboard with 30 spaces.
- Two dice, one for determining the number of spaces to move and the other for selecting the method/style of explanation.
- Goal cards, with each pack related to one SDG goal.
- Tokens for each team.
- Puppet S (a puppet character).
- Sketch pad and pencil.
- Timer.

Instructions

- Divide the players into two evenly-matched teams.
- Lay out the gameboard on a flat surface.
- Shuffle the pack of goal cards and place them face down on the gameboard.
- Choose one token per team and place both tokens on the start space.
- Put Puppet S, the sketch pad and pencil, and the timer near the board.
- Throw the dice and decide which team will go first.
- The first player rolls both dice simultaneously. One dice determines the number of spaces the player will move, and the other dice determines the method/style of explanation.

- The player moves their token forward the number of spaces shown on the dice and draws a card from the goal cards corresponding to the SDG goal of their current position.
- The player must explain the action on the card using the method shown on the second dice.
- The teammates must guess the exact word or phrase from the player's explanation. If they get it close or partially correct, the player must continue giving clues until they guess it exactly right.
- A player from the opposing team takes the timer and Puppet S. They will signal when the time is over or if the player uses a forbidden word.
- If a player lands on special squares like "start again," "go forward," or "go back," they must follow the instructions indicated.
- The game continues with each team taking turns in the same manner.
- The first team to reach the finish space on the gameboard wins the game.

Rules:
- Classic Taboo: Explain the action sentence verbally without using any of the printed words on the card.
- Drawing: Explain the action sentence by drawing, without speaking except for "yes" and "no" responses.
- Puppet S: Explain the action sentence by making Puppet S mime it, without speaking except for "yes" and "no" responses.
- Charades (Silent movie): Explain the word or sentence through role-playing using body language and gestures, without speaking except for "yes" and "no" responses.
- Limited Words: Explain the sentence with five words that are not printed on the card, without speaking except for "yes" and "no" responses.
- The game continues until the timer runs out.

Tips for facilitator/adaptations/notes...

- The facilitator can provide additional information about the SDGs and their relevance to daily life.

- Encourage players to be creative and think outside the box while explaining the actions on the cards.
- If playing with younger children, simplify the explanations or modify the rules as needed to suit their age and understanding.
- It is recommended to have a moderator or facilitator to ensure fair play and adherence to the rules.

Useful links/further reading

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