Game Begins for Sustainable Development Goals

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Connecting the SDGs

Type of The Game

Indoor Game

Target Groups

Young people and Youth Workers

Duration

30 Minutes

Objectives

- Enhance students' understanding of the Sustainable Development Goals (SDGs) and their interconnectedness.
- Encourage critical thinking and discussion about actions that can contribute to the achievement of the SDGs.
- Foster collaboration and teamwork among the students.
- Promote reflection on individual contributions and responsibilities towards the SDGs.

Materials needed

- Picture(s) related to the SDGs (projected on a digital whiteboard or printed).
- Ball of string or long rope.

Instructions

- Gather the students in a circle, ensuring everyone has a clear view of the picture(s) related to the SDGs.
- Explain that the objective of the game is to identify the SDGs connected to the pictures and discuss actions that can be taken to contribute to those goals.
- Start by throwing the ball of string or rope to a student and ask them to catch it.
- The student who catches the ball states the SDG they think is related to the picture. For example, if the picture represents access to clean water, the student might say "SDG 6: Clean Water and Sanitation."
- After stating the SDG, the student should think of an action they will undertake in the future to contribute to that specific goal. Encourage specific and actionable commitments. For example, "I promise to organize a fundraiser to support clean water projects in our community."
- The student holding the string then throws the ball to another student who is not sitting beside them and asks, "What other SDG do you relate to my action?" The receiving student catches the ball and responds by connecting the action to another SDG and providing a brief explanation. For instance, they might say, "Your action also relates to SDG 1: No Poverty because access to clean water helps alleviate poverty by improving health and sanitation."

- The second student holds onto the string and throws the ball to another student, repeating the process of stating an action and connecting it to another SDG.
- Continue the game until all students have had a turn, with each student connecting their action to a different SDG.
- As the game progresses, a spider's web of string will form across the circle, representing the interconnectedness between the SDGs.
- After all students have participated, facilitate a discussion about the interconnectedness of the SDGs and the actions identified. Encourage students to reflect on the collective impact and the importance of addressing multiple goals simultaneously.

Tips for facilitator/adaptations/notes...

- Choose pictures that clearly represent different aspects of the SDGs to spark discussions and connections.
- Encourage students to think creatively and make meaningful connections between actions and the SDGs.
- Provide support and guidance as needed, especially for younger students or those less familiar with the SDGs.
- Emphasize the importance of actionable commitments and follow-up actions outside the game context.
- Facilitate meaningful discussions about the interconnectedness of the SDGs and how addressing one goal can have ripple effects on others.
- Create a safe and inclusive environment for students to share their thoughts and ideas.
- Consider incorporating prompts or guiding questions to deepen the discussions around specific SDGs or their interlinkages.
- Capture the spider's web created by the string visually to reflect on the interconnected nature of the goals.
- Use this activity as a starting point for further exploration of the SDGs and related topics in the classroom.
- Encourage students to take ownership of their commitments and track

Useful links/further reading

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