



# Game Begins for Sustainable Development Goals

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## Wheel of Fortune



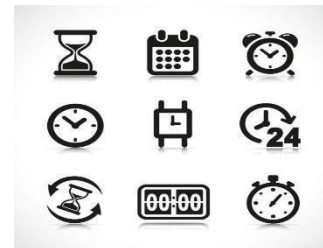
### Type of The Game

**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.



## Materials needed

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

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

### Description:

Wheel of Fortune is a team game where the team with the most knowledge and luck wins.

### Preparation:

1. Appoint a game leader (the person who will be responsible for running the game and scoring points). Only they can read the questions and answers
2. Divide the remaining participants into 3 groups
3. The instructor will prepare a table with the names of the groups and enter points in it
4. The game can be shown to the group using a projector or any monitor
5. Remember! Only the Host can direct the game!

In the first round, randomly select a group with the RIGHT OF DECISION.

The next steps are repeated continuously until the end of the game.

### Game:

The group with the Right of Decision chooses:

- they want to spin the wheel and answer the question
- indicates another group that **MUST** spin the wheel and answer the question

Then the game leader spins the wheel and reads the question and answers. The indicated group must respond.

If they answer correctly, they receive points and the RIGHT OF DECISION.



If they do not answer correctly, they lose points and the previous group with RIGHT OF DECISION may:

- answer the SAME question yourself (there are only 2 answers)
- indicates another group that MUST answer the question

If the selected group guesses correctly, they receive points and the RIGHT OF DECISION.

If the group that originally had RIGHT OF DECISION 2x called other groups to make a decision and they didn't guess, they gain nothing. At this point, the group with the RIGHT OF DECISION must be drawn again.

It can't be the same group as before.

The game leader at the end of the round records the group's points.

During the game, the wheel can show 2 special fields:

- loss of half points
- loss of all points (field with a skull)

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

The game ends when the game end screen appears.

The group with the most points in the game wins.

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

- Despite the impression of randomness (spinning the wheel), the game is linear - that is, all questions and points on the wheel are arranged linearly. However, it is enough to change the order of the screens in the game management panel and you can start the game again.