



GAME RULES

WHAT ARE THE SUSTAINABLE DEVELOPMENT GOALS?

Sustainable Development Goals (SDG) are the key areas of development shared by all countries of the world. They include 17 goals and 169 specific targets. SDG is a call to action aimed at overcoming poverty, protecting the planet and ensuring peace and prosperity for all people in the world. The SDGs were officially approved in 2015 at the UN Summit on Sustainable Development.

Learn more at the link:

<http://www.ua.undp.org/content/ukraine/uk/home/sustainable-development-goals.html>

WHAT IS THE PURPOSE OF «SUSTAINABLE DEVELOPMENT GOALS: LEARN AND SUCCEED» GAME?

The aim of the game is to help you understand the essence of SDGs, how they affect our lives and what we can do in everyday life in order to reach 17 SDGs by 2030. Each of us is a small brick to build a fair, harmonious, and safer life in the world and every small step is a part of great changes.

The game was designed with the support of the UNDP/GEF Small Grants Program.

WHAT IS THE TARGET AUDIENCE OF THE GAME?

The game is designed for children and adults aged 14 to 114 years.

HOW MANY PLAYERS TAKE PART IN THIS GAME?

One set of game is designed for 2 to 5 players.

HOW LONG DOES IT TAKE TO PLAY?

About 30 – 45 minutes.

HOW TO PLAY?

In order to start the game, you need to cut and prepare a dice and the chips to indicate the players on the field. Then decide on the order of the game, for example using a dice: a person who gets the smallest number goes first. Players use chips to identify themselves on the field.

Everyone starts from the START cell. The first player rolls the dice – a number in the dice corresponds to a number of cells through which a player should move his chip. If the player comes to the cell of one of the SDGs, then he needs to solve one of the tasks specified on the card.

If the player's chip is in the empty cell, then he solves the tasks of the nearest SDGs which is located ahead. If the player correctly solves the task, he can move further along the field according to the marks of the dice. Otherwise the player skips a move. The winner is the one who first reaches the FINISH (2030) cell.

