GLOBAL GOALS AT STAKE

THE RULES

• AN EDUCATIONAL BOARD GAME •

DEAR FRIENDS OF THE GLOBAL GOALS

The board game **Global Goals at Stake** is addressed to those interested in the 17 Sustainable Development Goals (SDGs) and those looking for a tool to teach pupils and young people about the 17 SDGs also known as the Global Goals.

The game is a combination of a mobile application and a traditional board game. Whilst the App allows a regular update of the game's content, the board game maintains a social and interactive dimension.

THIS GAME CONTAINS

The App *"Global Goals at Stake"*
Available on the App Store and Play Store

16 goal markers
4 pieces per team

1 Dice
Showing numbers 1-5 and a globe

4 Pawns

1 Board

ABOUT THE GAME

The teams are on a mission to achieve certain Global Goals as assigned by the App. A goal is considered achieved once the team lands on it and answers correctly the question generated by the App.

The mission is completed once all the assigned Global Goals were achieved.

The board game can be used in various school classes such as social science, foreign languages, geography, history, and natural science.

The board game is accompanied by a Guide for Educators, providing ideas for debrief activities and best practices in teaching about the Sustainable Development Goals.

To play the game you will need a phone or a tablet. Internet access is not required.

CONTENT OF THE APP

The App *"Global Goals at Stake"*
Available on the App Store and Play Store

GET IT ON
Google Play

Download on the
App Store

During the game, the App will generate Questions, Actions and Dilemmas as well as follow-up instructions. There are currently:

?

608 Questions
They are all related to the Sustainable Development Goals.

⚡

99 Actions
These are "real world-like" scenarios such as humanitarian and natural disasters, conflict, as well as negotiations, partnerships, and cooperation. The Actions can either be a help or a hindrance to players' mission.

💡

43 Dilemmas
They prompt players to think, reflect, discuss – and eventually make difficult choices!

PREPARATION FOR THE GAME

1. STEP
Divide the players into teams. The game can be played by a minimum of 2 teams and a maximum of 4 teams. It is recommended that a team consists of no more than 4 players.

2. STEP
Ensure that the players have a smartphone or a tablet at their disposal and ask them to download the App "Global Goals at Stake" from Google Play or App Store.

3. STEP
Give the players the board, the dice, the pawns, and the 16 goal markers.

4. STEP
Using the App, set the number of teams and generate the Mission for each team.

5. STEP
The teams should mark their Mission by placing their goal markers in the zone below the Goals assigned and then place the pawns on the globe, in the centre of board.

6. STEP
To determine which team starts, the teams should take clockwise turns in rolling the dice. The team with the highest roll gets to start. If a team rolls a globe, they should roll again.

HOW TO PLAY THE GAME ?

THE MISSION

The aim of the game is to achieve the Global Goals in your Mission. A Global Goal is achieved when you have landed on it and answered correctly the question generated by the App.

The team that first achieves their Global Goals wins the game.

TURNS

1. TURN — If you stay on the Globe, an Action field, or on a Goal that you have achieved, you start your turn by rolling the dice.

2. TURN — If you, at the beginning of your turn, stay on a Goal that you have not achieved yet, you can choose to roll the dice or to answer the question to that Goal.

3. TURN — Move the number of spaces indicated on the dice on your roll (1-5).

! RULE

A team can move in any one direction they wish but they **cannot backtrack.** For example, if a team rolls a 5, the team must move 5 spaces in any direction, but they cannot move 3 spaces forward and then 2 spaces backward.

! RULE

A team is allowed to turn to an Action space or the Globe. In this way, a team can choose to move across the board using the Action spaces.

QUESTIONS

1.
STEP

When your team lands on one of the 17 Global Goals, you must answer a question related to that Goal, no matter if the Goal is part of your mission or not. In the App, press the button "Question" and select the relevant Goal from the list. Your team's mission is shown at the top of the list.

2.
STEP

When the Question appears on the screen, read it aloud. Your team must then select and confirm an answer from the three choices displayed on the screen, within the time limit. The App will show whether the answer is correct.

3.
STEP

If the answer is correct, and if the Global Goal is part of your mission, you can remove the goal marker. This means you have achieved the Goal!

4.
STEP

If you answered correctly, regardless of whether the Goal is part of your mission or not, you can have a second roll in your turn. Roll the dice and move accordingly on the board game.

!
RULE

If you, on the second roll in the turn, land:

▸ On a **Goal** again, you remain there without answering it, as only one Question can be answered per turn.

▸ On an **Action** field, generate the Action card and follow the instructions. Your turn ends after completing the consequence of the Action.

RULE ! ▸ On the **Globe**, all the teams must move to the middle of the board for a summit where they will take a stand on a dilemma.

5. STEP If the answer is wrong (be it in your mission or not), your turn ends, and the dice is passed to the next team.
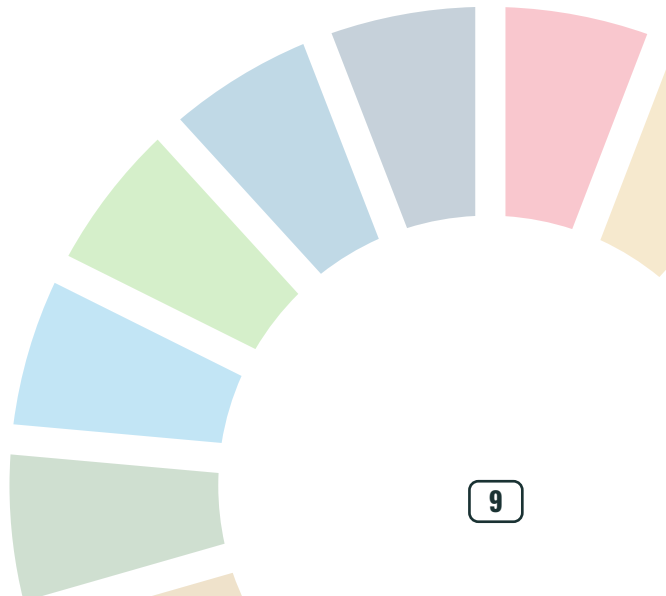
6. STEP If you land on a Goal that you have already achieved (be it in your mission or not), roll the dice again.

RULE ! **The key rule to remember:**
Only one question can be answered per turn.

ACTIONS

The Action fields are there for your team to "take the chance" and take a shortcut across the board. The Actions present an event somewhere in the world and triggers either positive or negative consequences for the team that lands on it.

These consequences could be:

📍 **MOVE TO A SPECIFIED GOAL**

👤✔ **MOVE TO A GOAL OF YOUR CHOICE**

🎲 **AN EXTRA ROLL**

⏭ **SKIP A TURN**

!
RULE

💡
TIP

Therefore, the Action fields can be used strategically by your team to complete your Goals.

⚡
ACT

If your team lands on an Action field, press the button "Action" in the App and pick one of the three action cards that appear on the screen. Read the Action aloud and press the button "Consequence" at the bottom of the page. Follow the consequence shown on the screen.

DILEMMAS

! RULE

If a team lands on the Globe or rolls a globe with the dice, all the teams must move to the middle of the board for a summit where they will take a stand on a dilemma. The dilemma presents all teams with a debatable question related to one of the 17 Global Goals.

1. STEP

Press the button "Dilemma" in the App and read it aloud. The teams should then discuss the pros and cons related the dilemma, and then vote either for or against. Examples of pros (in green) and cons (in red) are supplied by the App.

TIP

There is no timer, so take your time to discuss pros and cons and decide how your team will vote.

2. STEP

When all teams have formed an opinion, use the App to cast your team's vote. The vote is secret until the result is announced at the end. Press the button "vote" at the bottom of the page. Cast your team's vote and pass the phone/tablet around to the next team.

3. STEP

Announce the result and read the description and the consequence aloud.

There could be one of the following consequences:

→ **MOVE TO A GOAL OF YOUR CHOICE**

🎯 **MOVE TO A SPECIFIED GOAL**

! RULE The consequence is applicable only to the teams making up the majority or in case of a tie. The team making up the minority will remain in the middle of the board until it is their turn again.

4. STEP Follow the consequence generated by the App if your team makes up the majority.

5. STEP After a dilemma, the turn ends and passes to the next team.

LAST BUT NOT LEAST
HAVE FUN!

The game was originally developed by the Danish United Nations Association with financial support from Danida -"Oplysningspuljen".

The translated and updated version of the board game was developed by the **Danish United Nations Association** in cooperation with other eight organisations in Europe through an Erasmus+ project, co-financed by the European Union. These are the following:

InterCollege, Denmark

InterCollege (UK), United Kingdom

Grundtvig Institute, Hungary

International Internships, Romania

DRAMBLYS, Spain

Association Intercultura, France

Kocaeli Provincial Directorate of National Education, Turkey

German Federal Association for Sustainability, Germany

The **board of the game** can be downloaded and printed using the App or ordered at: *https://www.fnforbundet.dk/for-skoler/verdensmaal-paa-spil/*

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