

SAVE TERRA!

Save our precious planet by reaching the
UN Global Goals!

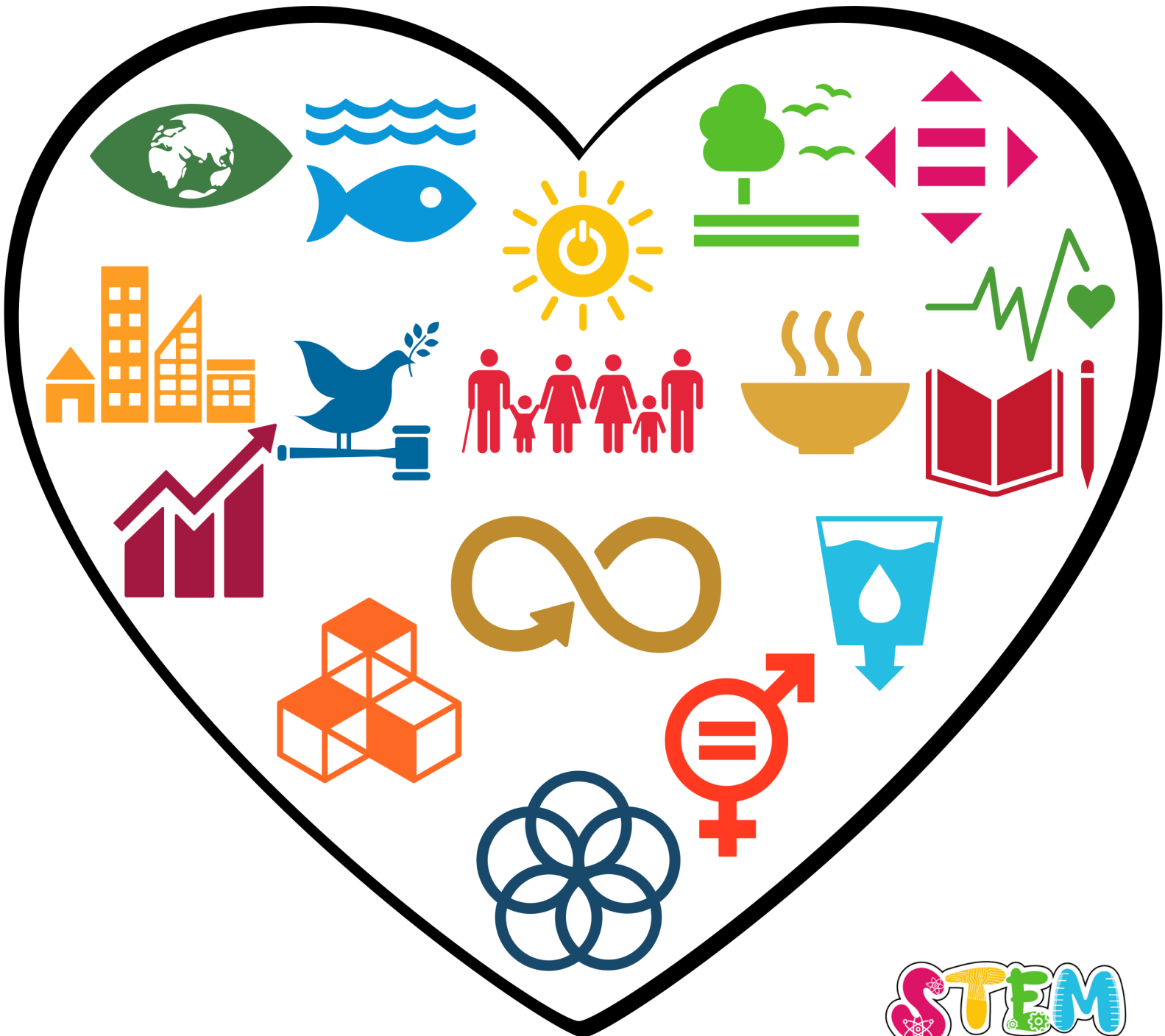


Table of Contents



Page 1: Cover

Page 2: Table of Contents

Page 3: Game Pieces

Page 4: Setting the Scene

Page 5: What are the UN Global Goals?

Page 6: Achieving the Goals

Page 7: The Mission & Game Setup

Page 8: Time Scale

Page 9: Let's Get Started!

Page 10: Ready to Roll & Chance Card

Page 11: Lifestyle Card

Page 12: Lifestyle Card Cont. & How the Scale Works

Page 13: Insight Card

Page 14: A Note from the Creator

Game Pieces



Chance Cards



Insight Cards



Lifestyle Cards



Sustainable Development Goals (SDG) Cards



Social Indicator

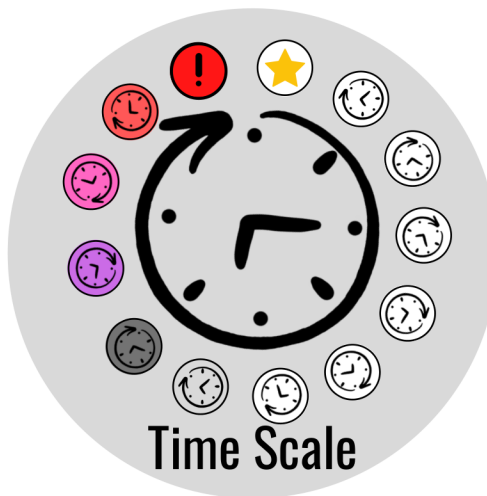
Economic Indicator



Environmental Indicator



Environment, Social, and Economic Tokens

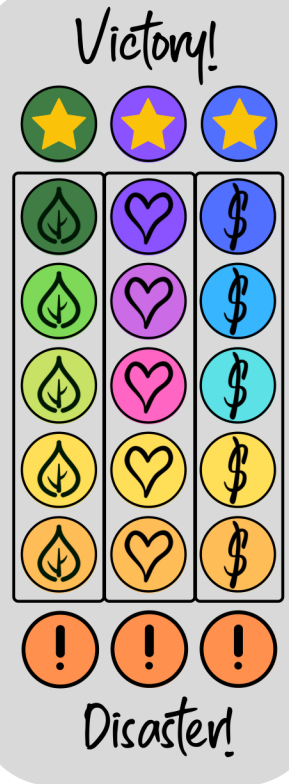


Time Scale

Time Tracker



Die



Impact Scale

Setting the Scene

Our beloved planet earth is in trouble, and YOU have the power to help. When you increase your knowledge and understanding about sustainability, you can make big changes happen fast!

This game uses the UN Global Goals as a framework and by playing it, you will increase your understanding about sustainability and will be guided to be more globally minded and empathetic towards others. It is time we save the world, one goal at a time!



What are the UN Global Goals?

“The Sustainable Development Goals are the blueprint to achieve a better and more sustainable future for all. They address the global challenges we face, including those related to poverty, inequality, climate, environmental degradation, prosperity, and peace and justice. The Goals interconnect and in order to leave no one behind, it is important that we achieve each Goal and target by 2030.”

Learn more at: <https://www.globalgoals.org/>

THE GLOBAL GOALS For Sustainable Development





Achieving the Goals



Putting all these pieces of this game together into the big picture...

The objective of this game is to try and achieve as many UN Global Goals as you can before the game is over. Goals are achieved if all three tokens have been earned OR you may have won the goal from an Insight Card. Once a goal has been achieved, set the goal aside so you can have an easy visual on which goals you've reached.

The goals can be achieved by having good awareness of the world around you and using that knowledge to make better, more sustainable choices in your life. If everyone makes small changes, that adds up to **big impact!** The UN Global Goals is a useful framework to reference when thinking about what we should be focusing on as a global society to help make the world a better, more sustainable place. There are social, economic, and environmental factors that all contribute to the success of reaching these goals, which is why they appear throughout the game.

What is great about this game is that every time you play, it will be different because players bring different stories, experience, and knowledge that makes every time you play a new learning experience. The goals you achieve with one group of people could be totally different than another time you play, because you get to decide which goals should be a priority.

If you achieve all 17 Global Goals OR all three indicators on the scale land on Victory, then you win! But the real victory comes whether you win or lose. The main purpose is to educate about the Global Goals and have fun, interesting, and intellectual conversations with those around you, and learn how you can make a difference in the world. Whether you "win" or "lose"... everyone walks away a better person after playing!

Don't hesitate to expand the conversations beyond the people you happen to play with today!

The Mission

Work collaboratively to achieve all 17 Global Goals before a disaster happens!

YOU WIN if...

you achieve all 17 Global Goals OR all of your indicators land on "victory!"

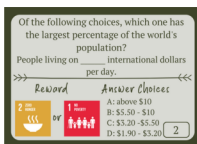
GAME OVER if...

you run out of time OR all of the indicators lands on a "disaster"!

This is a 100% collaborative board game where you and your teammates learn simple lifestyle changes that you can do to help the planet and learn important facts about social, economic, and environmental issues that you may not have known before.

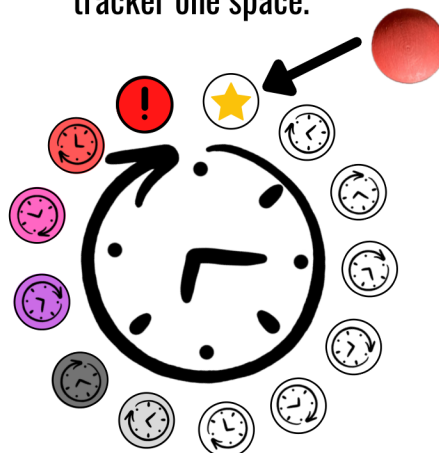
Plan of Action: discuss and learn good lifestyle habits AND gain an accurate picture of the world to achieve the goals, make better choices in life, and influence others to make an impact!

Game Setup

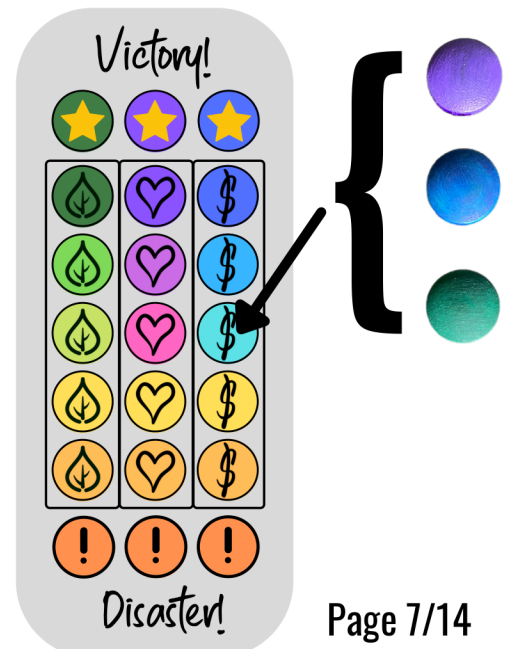


Shuffle all of the cards very well and set each deck face down (except insight cards, those lay face up because the answer is on the other side)

Place the red time tracker on the star on the time scale. Every 5 minutes, you move the tracker one space.



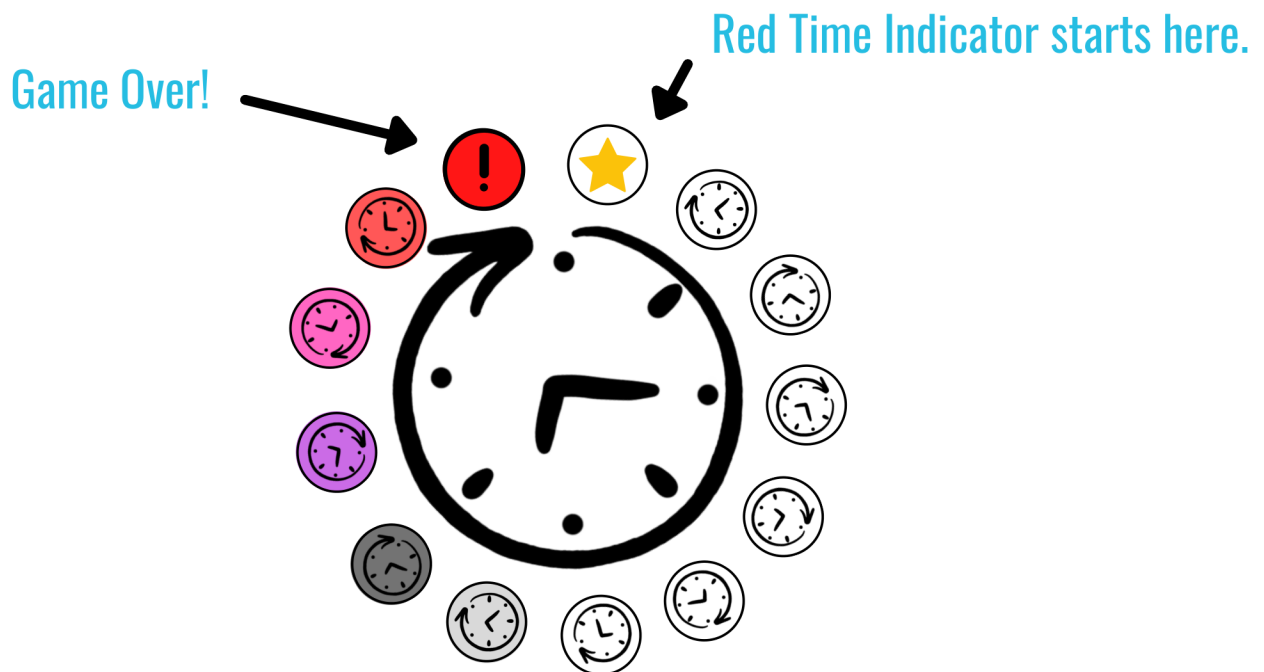
Place the purple pawn in the middle of the social scale (heart), blue in the middle of the economic scale (\$), and green in the middle of the economic scale (leaf).



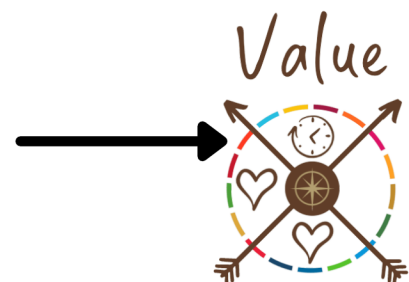
Time Scale

One very important aspect of making sure we achieve these goals is to not waste time! In reality, we have limited resources and time and if people take action, the sooner the better! Being proactive is a huge way to support a sustainable future, which is why a time scale is in the game.

When you begin the game, set a timer for 10 minutes. After the timer goes off, move the time indicator one spot. Continue this every 10 minutes. Once the red indicator lands on the exclamation point, GAME OVER!



It is difficult to turn back time, but some lifestyle cards do have a "time reward". This means you get to move the time indicator one spot backwards. Those are rare, so be grateful when you earn them!



Let's Get Started!

1) Line up the Global Goals Cards in the middle of the playing area so they are visible to everyone. An example is below.



2) Shuffle the other deck of cards **thoroughly** and set each pile of cards where they can be easily reached. Lay the insight cards "front side down" so that the question is showing on the top of the deck. This is because the answer is on the other side.



3) The players are all on the same team, however, you do take turns. When it is your turn, you roll the dice, lead any discussions, read the cards, and facilitate the gameplay. Any debates or decisions will be finalized by you if it is your turn. It's your job to ensure everyone feels valued and participates in the team decisions!

Time to save the world!

Game On!





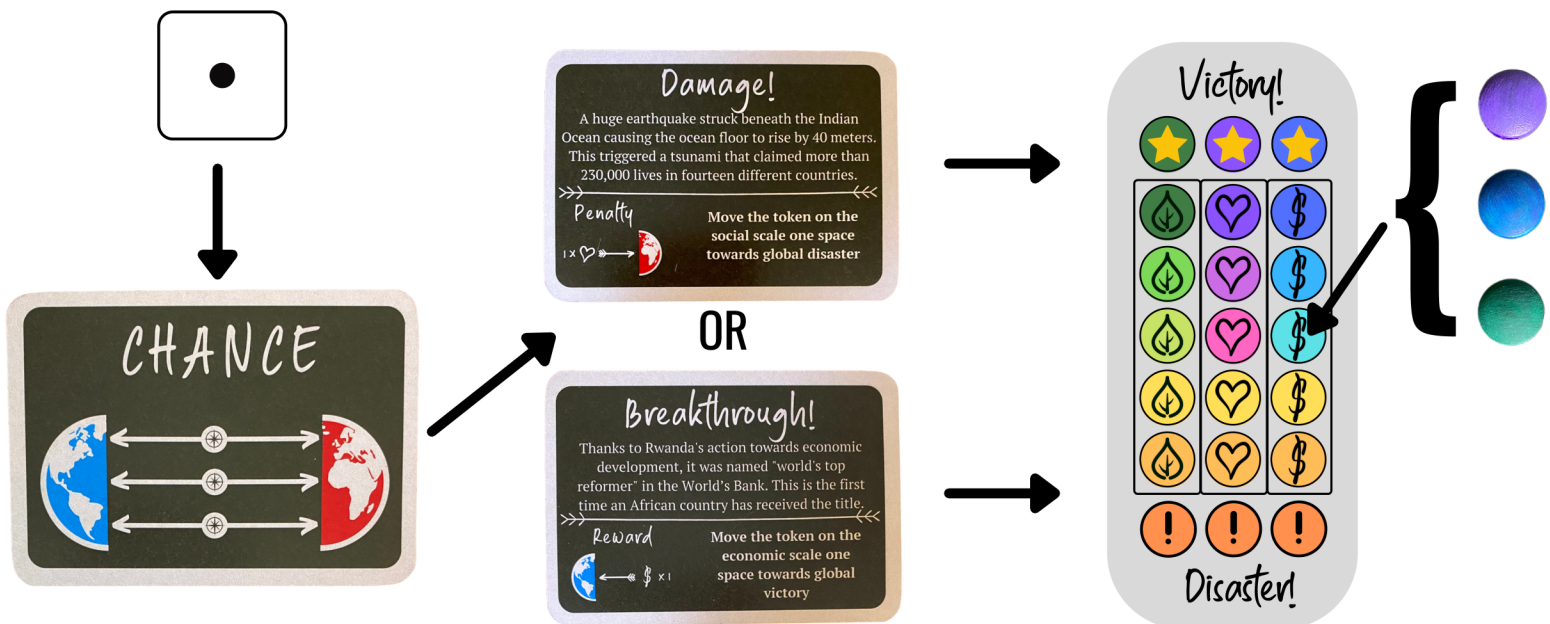
Ready to Roll!

Once you're all set up, you're ready to start! Whoever has a birthday closest to the date of play will be the first to roll and turns continue clockwise around the group.

- 1) roll the dice!
- 2) If you roll a 1 draw a chance card (directions on this page)
- 3) If you roll a 3 or 5, draw an insight card (jump to page 13)
- 4) If you roll a 2, 4, or 6, draw a lifestyle card (jump to page 11)

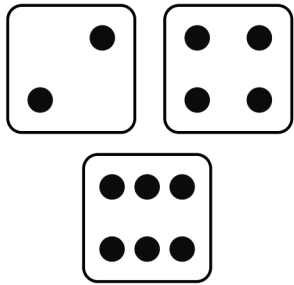
Chance Card

Welcome to the chance card! Things good and bad happen in the world due to random events or due to powers beyond an individual's control. Chance Cards represent real-life historic events that have either helped or hurt progress towards sustainability.



Lifestyle Card

Welcome to the lifestyle card! When billions of people around the world make positive, sustainable lifestyle choices, huge change can happen for the better! Discussing these opportunities can lead to you actually changing your habits after playing the game.



Flip the card over and read the lifestyle card out loud.

Discuss with the group. Who has or has not done that action?



If 50% or more of players HAVE done that action

If more than 50% of players HAVE NOT done that action

Jump to page 12!



The "value" of the card shows what tokens you can collect as your reward! In this example, you would get 3 tokens (one social, one economic, and one environmental) and put them under the relevant goals.

When a goal has all three tokens, the goal is achieved! Everyone discusses what relevant goals they feel should be a priority, and if there is already a heart token on all relevant goals, for example, then you can move that heart to any goal!



The goals act as a collective. Once you start achieving them, it becomes easier to reach the rest because they are all connected!

Lifestyle Card Cont.

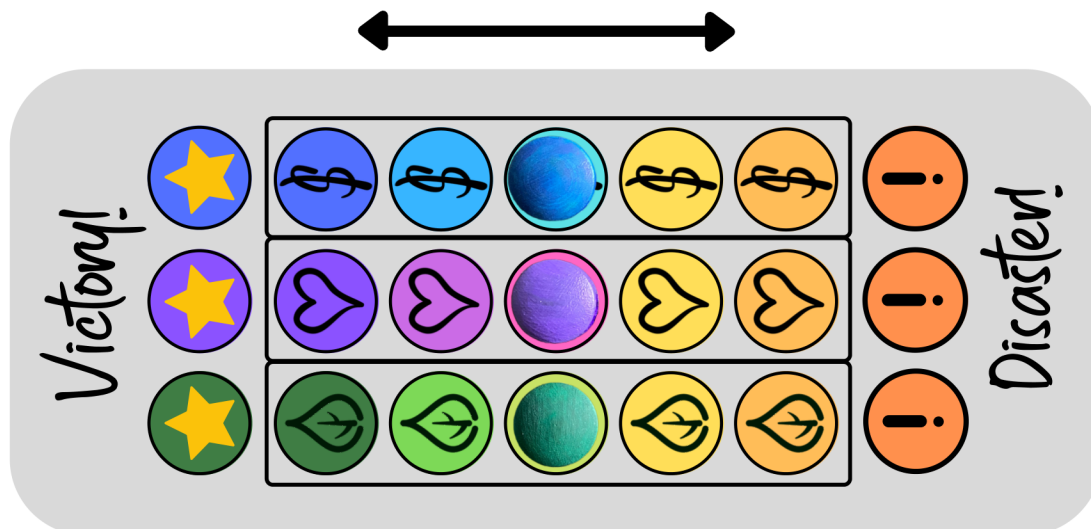
If more than 50% of players HAVE NOT done that action on the lifestyle card, take a look at the top to see the theme of the card. There are environmental, social, and economic themes.



Move the indicator one spot towards DISASTER. For example, if it was an environmental action, you would move the green indicator one spot towards environmental disaster.

How the Scale Works

The UN Global Goals encompass three main pillars in our world... the economy (\$), the environment (leaf), and social human interaction (heart). It is important we monitor our progress with all three to have a completely sustainable future. The indicators on the scale move back and fourth as you play. If an indicator moves on either a star or exclamation point, they can still be moved back and fourth. When all three indicators are on victory at the same time, the game is over and you win! If all three are on disaster, the game is over and you lose!



Insight Card

Insight cards are basically trivia cards! These are in the game to help clear up any misconceptions players may have about the status of our planet. Remember, having more insight about the world leads to better choices being made and more people feeling inspired to take action, so don't hesitate to share what you've learned with friends after playing!

If it is your turn and you roll a 3 or 5, you are the trivia master for this round and you get to draw an insight card! The answer is on the other side of the card in the bottom left corner (so try to hide it when you are holding it and don't peek! Read the question and answer choices out loud for the group and join the discussion. Feel free to pass around the card for people to read it themselves. Once players are done discussing, everyone votes on ONE agreed-upon answer, if there is a tie of opinions, then the trivia master makes the final decision.



Front of Card

Back of Card

Did the group answer correctly?

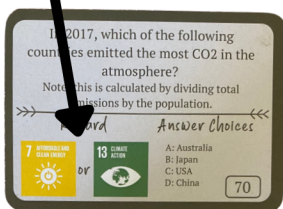
YES

NO

Discard the insight card and move on to the next turn

You achieve ONE of the goals on the card! If both of those goals are already achieved, move to the next step.

Roll the dice and move the scale one space towards victory!



If a 1 or 2 is rolled move the economic indicator
If a 3 or 4 is rolled move the environmental indicator
If a 5 or 6 is rolled: move the social indicator

A Note From The Creator

Hello! My name is Amanda Kramer and I am the creator/game designer of Save Terra!

It was in 2016 when I discovered the goals and started integrating them into my classroom. It sparked so much inspiration in my students that I made it my mission to continue spreading the word about the SDGs and create teaching resources like this game to help everyone and anyone engage to make the world a better place. I hope you enjoyed this game and I would love any feedback you have, as this is a prototype!

Share your experience by taking pictures and emailing me at kramer@stemtactics.com
You can also follow the journey of Save Terra on social media,
just search and follow "stemtactics"!



“For a dream to inspire as many future citizens as possible and empower them to be problem solvers for a better, more sustainable future...their future”

Amanda Kramer

Teacher & Instructional Designer

