The Sustainable Development Geek is a game designed to get people talking about the SDGs (Sustainable Development Goals) of the United Nations in a fun and approachable way. The game is inspired by the Sustainable Development Goal (SDG) Cards (17), which is a tool used to raise awareness and understanding of the SDGs.

**Materials Needed:**
- SDG cards
- Question cards
- A+B cards
- Paper and pen for recording points (can be substituted by tokens)
- Timer (set to 30 seconds)
- Super Geek card (1)

**Materials for Recording Points:**
- A+B cards
- SDG cards
- Paper and pen for recording points (can be substituted by tokens)

**Getting Started:**

1. Take one SDG card and one question card (written on the back) from the circle. Shuffle the cards (including any other play cards with the Super Geek card already in the circle) and mix them up. Replace the play card into the game, and start playing again normally as described above (including the Super Geek card can also use this card when they themselves are the one who drew the Super Geek card).

2. The game begins with a central round; it is important to match the right type of question to the group of players.

**The Great Debate:**

- **Players:** A and B (debaters) + DECIDERS
- **Objective:** To convince as many of the three players as possible, while making them change their minds.

**Rules:**

- **A+B cards** is a game designed to get people talking about the SDGs in a fun and approachable way. It is based on the Sustainable Development Goal (SDG) Cards (17).

**The game begins with a central round; it is important to match the right type of question to the group of players.**

**Getting Started:**

1. Take one SDG card and one question card (written on the back) from the circle. Shuffle the cards (including any other play cards with the Super Geek card already in the circle) and mix them up. Replace the play card into the game, and start playing again normally as described above (including the Super Geek card can also use this card when they themselves are the one who drew the Super Geek card).

2. The game begins with a central round; it is important to match the right type of question to the group of players.

**The Great Debate:**

- **Players:** A and B (debaters) + DECIDERS
- **Objective:** To convince as many of the three players as possible, while making them change their minds.

**Rules:**

- **A+B cards** is a game designed to get people talking about the SDGs in a fun and approachable way. It is based on the Sustainable Development Goal (SDG) Cards (17).
# ACHIEVE THEM ALL

For the leader who wants to achieve all 17 SDGs... 6 minutes

## Materials

- **Question cards**
- **SDG cards**
- "Misconceptions pot": a transparent pot/vase (or "continuously" where people drop in and out)
- **Georgia Pestalozzi**, **Philippe Brunet**, **Annalena Flury**, **Federico Peter**, **Liliane Schöpfer**, 2 cups (paper cups work well), with "A" and "B" marked on them.
- **Question cards** (for smaller groups) or presentation on computer and projector
- **Timer and horn/bell/gong for signaling time** (optional)
- Small tables (standing tables work well)
- A stock of chocolates (or other small giveaway; roughly 15 per player)

## How to play

**+ HOW TO PLAY**

At the start of the round, the moderator shares how to play the game. **Set up**

**+ SET UP**

- On each table there are two cups marked with the option "A" or "B".
- The players sit or stand around tables in small groups.
- Two volunteers are selected to be stewards – responsible for running the logistics of the game. If not available, assist participants with the game.
- The players around each table discuss the question. They must reach a consensus on a common answer before flipping a normal round and 3 points if their "delegate" wins the debate round.
- The debater who earns the most votes wins the round. For this round, the presenters may present the volunteer with the most votes (does not have to be the correct answer) with a prize.
- The readers who achieved the greatest number of SDGs wins.
- The players who achieved the most SDGs wins. The winner is the player who achieved the most SDGs. If a tie, the player with the most votes wins. If a tie, the player with the most votes wins.

## Facilitation

**Facilitator's Workbook**

**+ FACILITATION**

For the facilitator who wants to facilitate a group meeting

**+ FACILITATION**

**+ MATERIALS**

- **1 Presenter** – responsible for presenting the questions and answers
- **1 Facilitator** – responsible for ensuring the logistics of the game
- **1 Reader** – responsible for reading the questions
- **2–3 Animators** – responsible for moderating the discussion
- **1–6 Stewards** – responsible for running the logistics of the game. If not available, assist participants with the game.

**+ MATERIALS**

- A stock of chocolates at each table and rely on the honor system for distribution of chocolates.
- **1 Presenter** – responsible for presenting the questions and answers
- **1 Facilitator** – responsible for ensuring the logistics of the game
- **1 Reader** – responsible for reading the questions
- **2–3 Animators** – responsible for moderating the discussion
- **1–6 Stewards** – responsible for running the logistics of the game. If not available, assist participants with the game.

**+ HOW TO PLAY**

At the start of the round, the facilitator shares how to play the game. **Set up**

**+ SET UP**

- On each table there are two cups marked with the option "A" or "B".
- The players sit or stand around tables in small groups.
- Two volunteers are selected to be stewards – responsible for running the logistics of the game. If not available, assist participants with the game.
- The players around each table discuss the question. They must reach a consensus on a common answer before flipping a normal round and 3 points if their "delegate" wins the debate round.
- The debater who earns the most votes wins the round. For this round, the presenters may present the volunteer with the most votes (does not have to be the correct answer) with a prize.
- The readers who achieved the greatest number of SDGs wins.
- The players who achieved the most SDGs wins. The winner is the player who achieved the most SDGs. If a tie, the player with the most votes wins. If a tie, the player with the most votes wins.

## General Assembly

When convenes in a plenary to look at the current SDG goals.

**+ GENERAL ASSEMBLY**

**+ MATERIALS**

- **1 Presenter** – responsible for presenting the questions and answers
- **1 Facilitator** – responsible for ensuring the logistics of the game
- **1 Reader** – responsible for reading the questions
- **2–3 Animators** – responsible for moderating the discussion
- **1–6 Stewards** – responsible for running the logistics of the game. If not available, assist participants with the game.

**+ HOW TO PLAY**

At the start of the round, the facilitator shares how to play the game. **Set up**

**+ SET UP**

- On each table there are two cups marked with the option "A" or "B".
- The players sit or stand around tables in small groups.
- Two volunteers are selected to be stewards – responsible for running the logistics of the game. If not available, assist participants with the game.
- The players around each table discuss the question. They must reach a consensus on a common answer before flipping a normal round and 3 points if their "delegate" wins the debate round.
- The debater who earns the most votes wins the round. For this round, the presenters may present the volunteer with the most votes (does not have to be the correct answer) with a prize.
- The readers who achieved the greatest number of SDGs wins.
- The players who achieved the most SDGs wins. The winner is the player who achieved the most SDGs. If a tie, the player with the most votes wins. If a tie, the player with the most votes wins.