

Global Goals



- Game Designer: Zach Myers
- Content Area: Social Studies
- Recommended Ages: Upper elementary school
- Ideal Group Size: 10 learners
- Suggested Time: 45 minutes
- Video tutorial →

STORY

The world needs your help, and one way you can help it is by becoming more informed and aware of the problems we face. In 45 minutes, can you learn about the global goals and unlock your way to helping?

Optional: I had my class watch a short video about the global goals before they began →

<https://vimeo.com/178464378>

LOCK COMBINATIONS

3-DIGIT LOCK = 1-0-6

4-DIGIT LOCK = 8 - 5 - 3 - 8

ABC MULTILOCK = G-O-A-L-S

DIRECTIONAL MULTILOCK = D - D - R - R - U (Down - Down - Right - Right - Up)

KEY LOCK - Key is given to the group once they solve the word search

SETUP INSTRUCTIONS

1. Decide if you want to play the easier (the locks are visible on the challenges) or the more difficult (no locks visible).
2. Print out all the required resources from the 'To Print' document. If you want them to do an individual reflection at the end, print out multiple copies of the final reflection. I like to print out multiple copies of the first sheet as this sheet helps with nearly all the locks.
3. Cut out the 6 coloured symbols that help with the direction lock. On the back of each image write the corresponding number with the UV pen. Red: 1, Yellow: 2, Dark Green (Earth): 3, Blue: 4, Green (tree): 5, Orange: 6
4. Put the 6 cut out symbols in the small breakout box along with the UV torch. Lock the small box up with the key lock. Set it on a table.
5. Put the 'We Broke Out' poster and the reflections sheets in the large breakout box. Lock the large box up with the hasp, using the 3 digit lock, 4 digit lock, word lock and the direction lock.
6. Hide the rest of the resources around the room.
7. Place the story on top of the box.
8. Optional - have the video introduction ready → <https://vimeo.com/178464378>

1. ABC Word Lock - GOALS

Learners unscramble the words which leads to:

ENERGY
POVERTY
PEACE

SUSTAINABLE

SANITATION

The 5 highlighted words put together = GOALS which is the lock code

2. 3 Digit Lock: Learners use the symbols and the global goal number to work out the answer.

Symbol 1 = Goal 12 responsible consumption

Symbol 2 = Goal 10 reduce inequalities

Symbol 3 = Goal 16 peace and justice

Symbol 4 = Goal 2 no hunger

$12 \times 10 - 16 + 2 = 106$

3. Direction Lock: Cut each of the images out. On the back of each image write the corresponding number with the UV pen.

Red: 1, Yellow: 2, Dark Green (Earth): 3, Blue: 4, Green (tree): 5, Orange: 6

When learners use the UV torch and put them in order, if they refer back to the global goals sheet, they can then unlock the direction lock.

Starting at No Poverty (1), they then go to Renewable energy (2), and so on. This should lead to Down, Down, Right, Right, Up, which is the code for the direction lock.

4. 4 Digit Lock: 8 - 5 - 3 - 8

If learners look carefully they will see that the line from the bottom left corner to the top right are from some of the symbols from the global goals. When they put them together, they will have the four digit code.

5. Key Lock: Learners solve a word search to receive the key. To make it more difficult, you can add a question, where you ask them to define one of the keywords. If they get it correct, they have a 1 minute penalty. This will mean that they have to really understand the words.

REFLECTION QUESTIONS

Optional Reflection Questions:

Describe how this game relates to what you are learning about?

Describe one change that you would like to make to the game.

Describe something new that you learned during the game.

What did you learn about yourself during the game?

Is there anything you can do to help the global goals?