



# SUSTAINABLE DEVELOPMENT GOALS IN EDUCATION

projects that show how STEM can contribute to achieving the SDGs

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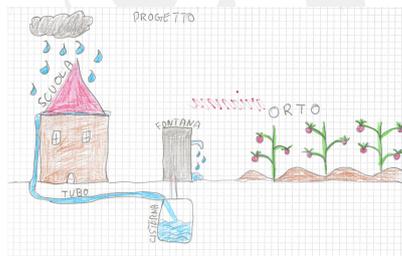
## THE SUSTAINABLE LIFE GAME

SUSTAINABLE DEVELOPMENT GOALS (SDGS) - AGENDA ONU 2030 IN EDUCATION



### PROJECT GOALS IN EDUCATION

- **Engage** the students attention in a challenging way.
- **Increase** pupils' technological skills: understand and solve problems and implementing ideas.
- **Include** all students: all activities are intuitive and accessible
- **Learn** contents of Agenda 2030 goals
- **Test** knowledge
- **Acquire** new competences



### INNOVATIVE CONTENTS

The board game could be:

- **used** in the classroom or at home,
- **shared** to other teachers that could create their own copy and adapt the content to their classroom.

It allows pupils achieving **awareness in scientific knowledge** and deeply acquiring consciousness about the correct behaviour to protect the planet earth.

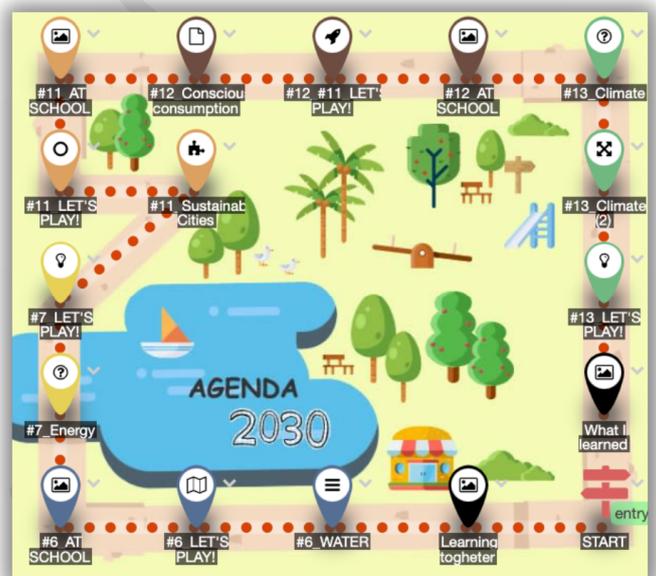


### HOW IT WORKS

The game, developed on the [Deck.Toys platform](https://www.decktoys.com/), is an interactive board game that has different activities (cloze, drag&drop, jigsaw, memory...) based on five 2030 Agenda goals.

In the various steps, students **discover** how concretely they can change some of their daily experience behaviours to reduce the environmental impact. In the final stage, they elaborate a personal reflection on their lifestyle and tell how they can contribute to protect the environment. Students must complete all the activities to reach the next stage.

Teachers' role in this game is just to guide pupils through the various steps, stimulating thoughts on SDGs goals, cooperations, team work and sharing.



## GAMIFICATION

**"The role of the teacher is to create the conditions for invention rather than provide ready-made knowledge". (J. Papert)**