



Playing and building the future

www.go-goals.org

Dear friends!

Our aim is to help people understand their role in the future of the planet as individuals, team players and most importantly, as responsible global citizens.

In order to build a better world for everyone and the planet, the Member States of the United Nations have agreed to do their utmost to achieve 17 Sustainable Development Goals (SDGs) by 2030.

We need younger generations to be key players for a brighter future. For this purpose we have created the "Go Goals!" game for children aged 8-10. Designed to be fun and engaging, this game informs children while motivating them to actively pursue the SDGs.

Your role as an educator is crucial! With help from people like you, your family, your friends and community, we will be able to achieve the goals. Remember: even small steps can help to make a big difference if millions around the world are involved!

We hope that you enjoy this game! You are invited to download it and follow the instructions and rules below.

Thank you for making the world a better place!

For 4 to 6 players Playing time: 30 to 40 mins

HOW TO PLAY THE GAME

There are 63 spaces on the board game. Players advance the number of spaces determined by rolling a single dice

Each player places their token on the Start field Players take turns to roll the dice and move their tokens forward the number of spaces as shown on the dice

HOW TO CONTRIBUTE TO THE SDGs

Change begins with us. We need to make sure we are well informed about the causes and possible solutions to the world's issues. Only then can we make small positive actions in our everyday lives: from talking constructively with our families, friends and communities, to organising ourselves and urging governments to listen to the voices of their citizens.



The first player to arrive on the field '2030' is the winner! If a player throws the required number, they must step forward into field '2030' and then move backwards the surplus number of spaces

If a player lands at the bottom of a ladder, they can immediately climb to the top

> If a player lands at the top of a waterslide, they immediately move to the bottom of the slide

If a player lands on a Sustainable Development Goal field (1-17), they can draw a card corresponding to the goal number. Another player should read the card question. A correct answer from the card drawer will allow the player to roll the dice once again

SUSTAINABLE G ALS



THE SUSTAINABLE DEVELOPMENT GOALS

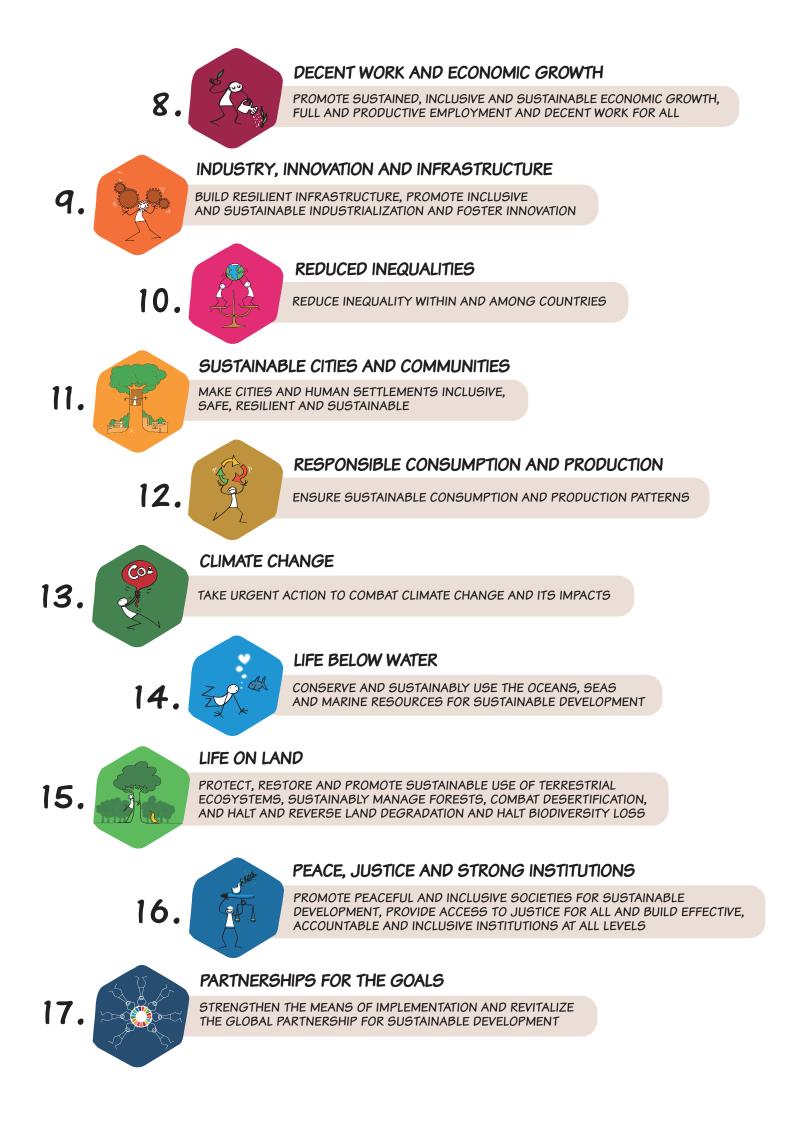
are 17 global targets designed to end poverty, protect the planet and ensure prosperity for all.



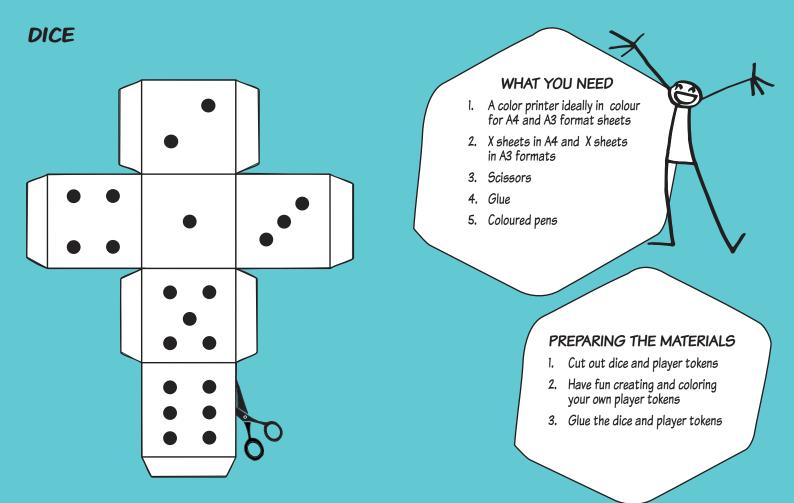


ENSURE ACCESS TO AFFORDABLE, RELIABLE, SUSTAINABLE AND MODERN ENERGY FOR ALL

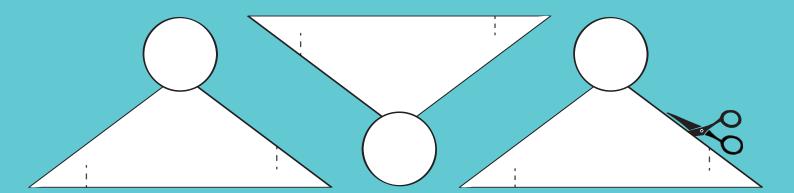
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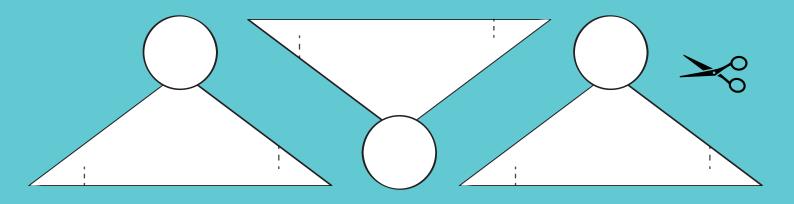


DO IT YOUR SELF KIT



PLAYER - TOKEN





THANK YOU FOR PLAYING WITH US!

Stay in touch and get involved by:

- Registering on the website for e-news on the game, including updates to questions, new language versions and much more
- Sending us your suggestions and feedback. Tell us how you've been using the game, what the children think, and how you think we can improve the game
- Submitting questions for the game
- Spreading the word on social media, using #SDGGame, share and tag yourself playing the game. We would love to feature pictures and videos of you playing the game on our social media

To contribute to a local language version and for queries related to the project, please contact: info@go-goals.org

The Sustainable Development Goals board game, "Go Goals!" was created and designed by the United Nations Regional Information Centre (UNRIC), in partnership between the artist Yacine Ait Kaci (YAK), creator of Elyx.

The "Go Goals!" board game may be reproduced without prior permission, provided that it be distributed at no cost.

The drawings by YAK included in this board game are protected by copyright and can only be reproduced to illustrate the SDGs.

Publishers are required to include proper credits.

All queries or suggestions concerning the game should be addressed to info@go-goals.org.