



The power of game | For a Sustainable Future



Game Master Training



Training Agenda

Welcome Session

- Introduction to SDGs & ESD
- Why SDG Hero?

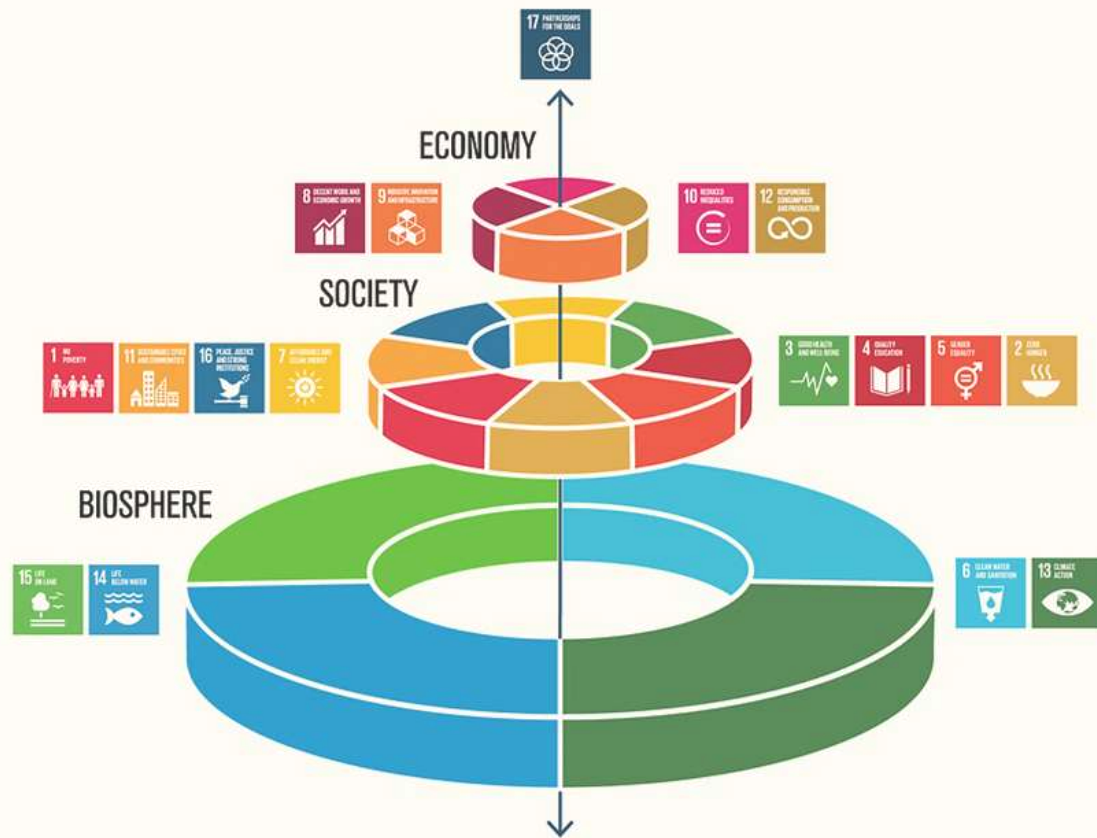
Game Co-Creation Workshop

- Game Master preparation
- Process of the workshop
- Facilitation Techniques

Game Master Growth Path

- How to make more achievements
- Learning Platform Guide

Understanding Sustainable Development Goals



In 2015, all United Nations Member States unanimously adopted the **Sustainable Development Goals (SDGs)**. We can view SDGs as an interconnected system based on the Biosphere, Society, and Economy.

A to-do list for global action

As part of the **2030 Agenda for Sustainable Development**, the 17 SDGs are a call to global action: to eradicate poverty, protect the planet, and improve the lives and futures of all people, and point the way for all countries to achieve the goals within 15 years.

Global Roadmap: ESD for 2030



The UN's 2030 Agenda highlights **Education's necessity** and key role in tackling environmental, poverty, and health issues. However, the world is falling far behind in achieving **Quality Education (SDG 4)**.



Ensure inclusive and equitable quality education and promote lifelong learning opportunities for all.

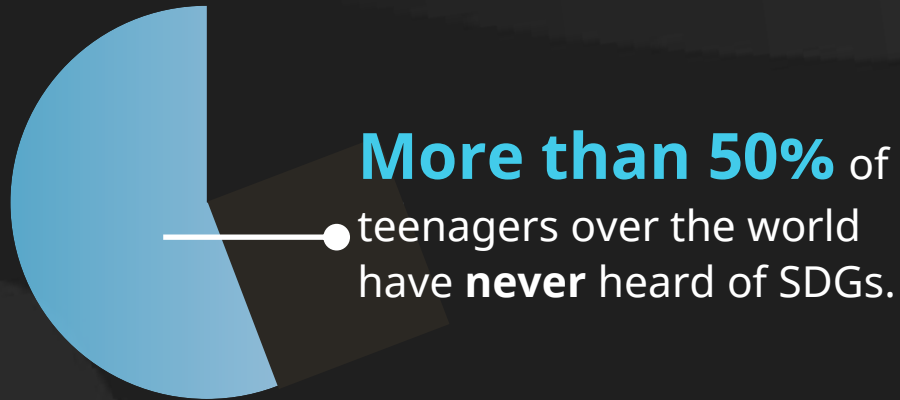


EDUCATION FOR SUSTAINABLE DEVELOPMENT AND GLOBAL CITIZENSHIP

Builds on **Target 4.7**, the United Nations Educational, Scientific and Cultural Organization (UNESCO) has further developed the **Education for Sustainable Development (ESD): Towards achieving the SDGs**. This framework moves education beyond just knowing facts to **transforming behavior**.

Challenges

Why is it difficult for young learners to realize SDGs?



About 70% of them can not explain climate change clearly.



01

The Knowledge Gap



02

Lack of Self-Learning Motivation



03

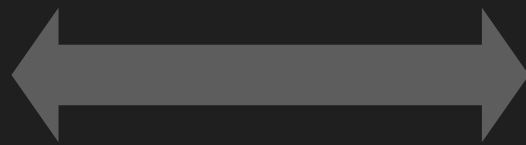
Lack of Educational Tools

Opportunity: From Awareness to Action

Why Gamification?



Using Games to bridge three types of engagement:
Head, Heart, and Hand



Social & Emotional Engagement
(Heart)



Cognitive Engagement
(Head)

Behavioral Engagement
(Hand)

SDG Hero: Pioneers in Gamified ESD

Powered by passionate Game Masters, SDG Hero provides **gamified educational tools** to help young learners anywhere understand sustainable development issues. Through local workshops, we cultivating children’s sense of global citizenship and act for a more sustainable future.



Equip:

Universal & Accessible Toolkit

Play:

Internalize SDGs & Game-based Thinking

SDG Hero Product Ecosystem

Centered around a "**Game Box**," we conduct game co-creation workshops, supplemented by Expansion Cards and Packs as **advanced teaching tools**, to implement game-based learning experience.



SDG Hero Empowerment System

How We Drive Change Together?



 EMPOWER

**Game
Masters**

 GUIDE

**Young
Learners**

 CREATE & TRANSFORM

We provide Toolkits & Training & Global Network

You use facilitation skills to **lead the workshops**, ensuring an inspiring space for play.

They step up as game designers in the workshops, using our toolkit to co-create **SDG-themed games** for real actions.

Stories of Change: Since 2021



From the beginning of SDG Hero, targeting at young learners, parents, educators, social workers and wider public, we have already achieved:

60+

Countries reached



80,000+

Children/Youth involved



1600+

Global Game Master



300+

NGOs Empowered



Let's learn how to become a Game Master. Are you ready?



Game Master Preparation

Workshop Info



Aged around 9-16

with basic literacy and drawing ability



3-7 participants make up one group

1 Game Master for every **2 or 3 groups**



About 60-90 minutes



Venue Layout

Movable tables (required)

Projector or monitor (optional)

Checklist

Core Game Toolbox (8 items in total) :

- | | | |
|-------------------------|----------------------------|------------------------|
| 1. <i>Manual</i> | 4. <i>Talent Cards</i> | 7. <i>Issue Cards</i> |
| 2. <i>Guide Sheet</i> | 5. <i>Occupation Cards</i> | 8. <i>Color Wheels</i> |
| 3. <i>Adventure Map</i> | 6. <i>Highlight Cards</i> | |

Extra Materials (Prepare or Print by GMs):

1. **Colored pens**
2. **Papers (Size A2)**
3. **Game Demo Template**
(Print before the workshop)





Leading children to play a Game of “Game Design”

Through local workshops, we empower young people to transform from players into creators.

Workshop Roadmap: GM Tasks



Task 1

Team Forming (~10 min)

Intro to background and Self-Discovery
>>Guided selection of *Talent & Occupation Cards*

Task 2

Game Identification (~10 min)

Explore game mechanics
>>Guided selection of *Highlight Cards*

Task 3

Game Design (~50 min)

Explain a SDG theme and game examples
>>Guided design of game demo.

Task 5

Achievement (~10 min)

Organize voting and discussion
>>Guided summary and reflection

Task 4

Game Release (~10 min)

Team Pitch
>>Use Timer and give applause

Task 1: Team Forming



~ 10 Minutes




Objective 1.1 : Intro to background

To become SDG Heros and save the planet, participants need to team up and design their own game through 5 Missions.

GM Action:

Step 1. Introduce yourself.

Step 2. Ask children to place the *Adventure Map* on the table and read the *Guide Sheet*.



- Storytelling is key: make this sound exciting!



Task 1: Team Forming



Objective 1.2: Self-discovery

Using Talent Cards to break the ice, then assign roles to build a "Game Design Team" based on individual strengths.

GM Action:

Step 1. Ask each member to select 3 *Talent Cards* (Red&Yellow).

Step 2. Guide children to assign *Occupation Cards*

(At least one Producer, Lead Game Designer and Lead Artist in one team).

Producer


(Make Decision) Theme direction

Designer

(More Fun) Gameplay Design

Artist

(Better Look) Visual Design



- Roles are not restriction. Encourage everyone to contribute ideas, regardless of their title.



Task 2: Game Identification



~ 10 Minutes




Objective 2.1: Explore Game Mechanics

Using highlight cards to learn different aspects and metrics of “Good Games” and get ready for the design challenges later.

GM Action:

- Step 1.** Invite children to quickly share their favorite games.
- Step 2.** Ask each team to select 6 *Highlight Cards* and discuss why these characteristics matter.



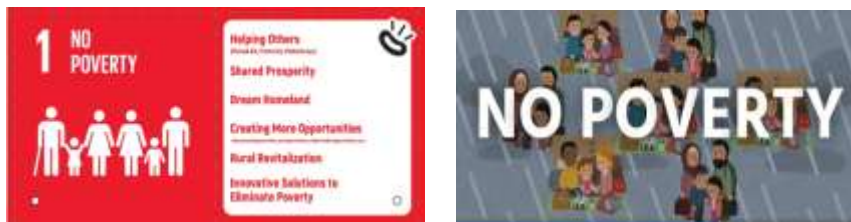
- Think Wild! Involve other types of game beside video games during game sharing.



Task 3: Game Design



~ 10 Minutes



More online resources on <https://sdg.herosdg.com/resources/>:

1. Sustainable Future Issue Cards

2. SDG Hero Mini Class

Objective 3.1: Explain a specific theme

Using Issue Cards, videos, and sustainable game examples to guide participants understand selected SDG theme.

GM Action:

Step 1. Decide a theme from 17 SDGs to introduce.

Step 2. Provide enough context for participants to explore SDGs by themselves.



- Choose a specific SDG topic that matters to your local community and participants.



Task 3: Game Design




~ 10 Minutes

Objective 3.2: Game Ideation

Using the design guide as an inspirations for transforming SDGs into concrete ideas like game goals & gameplay.

GM Action:

- Step 1.** Ask children to read the *Design Guide* and brainstorming.
- Step 2.** Let them writing ideas on the *Game Demo Template*.



- Provide example of different game types if they get stuck on game related knowledge.

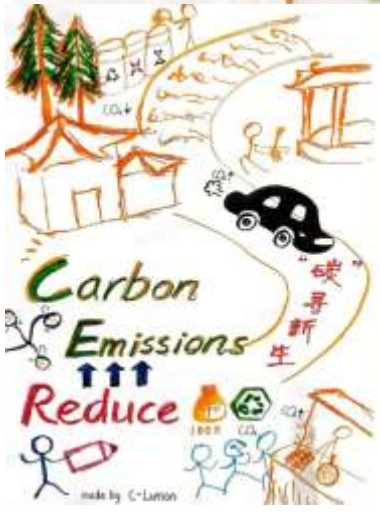


The image shows two documents side-by-side. On the left is a 'Design Guide' with a red header and a white body containing several questions: 'What's the theme? Which SDG does it relate to?', 'What's the objective?', 'What's the main gameplay?', 'Is it on electronic devices, tabletop, or in real life?', 'Who are the players? What are their characteristics?', 'How does the game align with SDGs? How is this achieved?', 'What are the storyline and characters?', and 'What are the visuals, environment design, and art style?'. On the right is a 'Game Demo Template' with a white header and a white body containing fields for 'Name of Your Team:', 'Producer:', 'Game Designer:', and 'Game Artist:', followed by four numbered questions: '1. Name of your game:', '2. Where did the inspiration come from?', '3. How to play?', and '4. What are the highlights or most interesting part of your game?'. At the bottom of the template, there is a small disclaimer: '© 2020 SDG HERO. All rights reserved. This document is for personal use only. It is not to be distributed, reproduced, or used in any way without the prior written permission of SDG HERO. For more information, please visit our website: www.sdg-hero.org'.

Task 3: Game Design



~ 30 Minutes



Objective 3.3: Prototyping

Let participants create freely using blank paper and pens: visualizing ideas into posters or other creative works.

GM Action:

Step 1. Invite each team to create one game prototype.

Step 2. Help them visualizing rules, characters and highlight scene on *A2 Paper* or using other *creative materials*.



- Take photos to record their game design process.



Task 4: Game Release



~ 10 Minutes



Objective 4.1: Team Pitch

To present team's work and introduce their game design concepts, especially focus on its connection with SDGs.

GM Action:

Step 1. Give 3 *minutes* per team to show what's fun and unique about their games.



- All the audience are Angel Investors.
- Encourage everyone on stage to speak up.



Task 5: Achievement



~ 5 Minutes



Objective 5.1: Voting and Evaluation

Using color wheels as token, inviting deep conversation on their design works and gain feedback from each other.

GM Action:

Step 1. Display their posters on the table or wall.

Step 2. Give each team 2-3 *color wheels* to vote.

(You can invite teachers and parents to vote as well)



- Remind children not to vote for their own team.



Task 5: Achievement



~ 5 Minutes

FACT

(What Happened?)

- Which part of the workshop do you like the most?

FEELING

(How did you feel?)

- How did you feel about the team collaboration process?

FINDING

(What did we learn?)

- What new thing did you learn about SDGs or game design?

FUTURE

(What now?)


- What is one small action you will take for sustainability?

Objective 5.2: Summary and Reflection

Lastly, inspiring participants to share insights and link to real-world sustainability issues around them.

GM Action:

Step 1. Ask open-ended questions to wrap up. (You can use the reference on the left.)



- Encourage children to take actions in real life.



More Facilitation Techniques



Be Creative

Use the workshop template as a guide, but feel free to adjust the slides for your participants' age and local culture.



Promote Action

Encourage children to take real-world actions related to their games. The workshop is just the beginning!



Stay Opened

You don't need to be an expert in ESD and give the answer. Always ask thought-provoking questions and bring topics back to their daily lives.

Level-Up Journey

You're here!



Level 1 Qualified

Free Physical Toolkit
GM E-Certificate.

Level 2 Active

Potential nomination for
UN-issued certificates

Level 3 Influencer

Small grants
Global Recognition

L0 Game Master:

Complete registration
on our official website

L0-L1 Upgrade:

Complete one Pilot Test
and attend our online
Welcome Session

L1-L2 Upgrade:

Host 2+ workshops and
submit 1 Detailed Report.

L2-L3 Upgrade:

Host 10+ workshops and
submit 1 Detailed Report.

Agenda

Welcome Session

Process of the workshop

Game Master Growth Path