






# SDG Bingo Icebreaker SOP

## The 10 Minute Warm-Up to Introduce the 17 UN Goals

 **Duration:** 10–15 Minutes

 **Player Capacity:** 10–50 Participants

 **Core Objective:** Break the ice, spark peer-to-peer communication, and introduce basic SDG literacy.

### **Props Required (Per Player):**

- 1 × Printed SDG BINGO Sheet
- 1 × Pen
- 1 × Random Sustainable Future Issue Card (If available)

# SDG BINGO!

**17** PARTNERSHIPS FOR THE GOALS



NAME: \_\_\_\_\_

			
NAME: _____	NAME: _____	NAME: _____	NAME: _____
			
NAME: _____	NAME: _____	NAME: _____	NAME: _____
			
NAME: _____	NAME: _____	NAME: _____	NAME: _____
			
NAME: _____	NAME: _____	NAME: _____	NAME: _____

**Game rules:**

1. Each person selects a SDG card and writes their name in the corresponding goal's square.
2. Have participants find a partner, introduce themselves to each other, and share what each has chosen as a goal, how they understand it, and why they chose it. After sharing, they must write their partner's name under the corresponding square.
3. Participants who get four names in a row (horizontally, vertically, or diagonally) can raise their hand and shout out "SDG BINGO" to signal the game challenge is completed!
4. SDG17 is a wildcard, which can replace any card to fill any vacancy in a line.

\*Shared by Game Master from DAII Group in Bangkok, Thailand



*Sustainable Future Issue Cards*

## ⚡ Step-by-Step Delivery Flow



### Phase 1: Setup & Claim

#### 1. Distribute Materials:

Hand out one SDG BINGO sheet and one pen to each participant.

#### 2. Claim Your Identity:

- **With Issue Cards:** Lay the 17 SDG cards on a table. Have each participant pick one card based on personal interest, then sign their own name in that specific goal's square on their BINGO sheet.
- **Without Issue Cards (Quick Mode):** Instruct participants to directly choose one SDG square on the sheet that they care about most and sign their own name there.

## Phase 2: The BINGO Hunt

1. **Explain the Rules:** Brief the room on how to move, share, and win.
2. **Mix & Share:** Participants must walk around the room, pair up with someone new, and share three things:
  - Their chosen SDG goal.
  - Their personal understanding of that goal.
  - Why do they care about this specific topic.
3. **Sign & Move:** After sharing, they write their partner's name under that partner's chosen SDG square.

*Rule: A partner's name can only appear once on your sheet*
4. **Trigger the Wildcard:** Remind everyone that **SDG 17** (Partnerships for the Goals) is a universal Wildcard—it can replace any card or vacancy to complete a line!

### GM Script:

*"Welcome to the SDG BINGO! In a moment, you will stand up and find a partner. Share your chosen SDG goal, what it means to you, and why you picked it. Once done, write each other's names in the corresponding squares on your sheets. Your goal? Get 4 names in a row—horizontally, vertically, or diagonally. Remember, SDG 17 is your free Wildcard! Go!"*

## Phase 3: Winning & Summary

1. **Claim Victory:** The moment a participant secures 4 names in a row, they must raise their hand and shout "***SDG BINGO!***" to claim victory.
2. **Lock the Winners:** The first 3 players to yell BINGO win the challenge.

*Tip: Don't stop immediately after the first winner. Let the energy ride out for another 2–3 minutes so the majority of the room can achieve their BINGO lines before closing the game.*

3. **The Memorability Check:** Invite the winners or active participants to share:
  - *"Which SDG goal was the most frequently chosen or discussed in the room?"*
  - *"Did anyone discover a completely unexpected reason why a peer chose a specific goal?"*