1. No Poverty
2. Zero Hunger
3. Good Health and Well-being
4. Quality Education
5. Gender Equality
6. Clean Water and Sanitation
GAME RULES

Gather 4-8 players.

Deal out white word cards. Each represents a department that museums and similar cultural organizations might have. Players should all receive the same number of cards. (The exact number depends on the size of the group. Just set aside any extras.)

Place the teal deck of cards facedown in the middle of the group. Each teal card represents one of the United Nations’ Sustainable Development Goals (SDGs).

Pick a judge for round one. The judge flips over the top teal card and reads it out loud.

All players, except the judge, choose one of their word cards that they think best represents a way that cultural organizations could address that SDG. In turn, players put down their chosen role or department and explain why they made that choice.

The judge then chooses which one they think fits best.

If the judge picks your card, you have won that round! Keep the SDG card to track how many rounds you win. You’re the judge for the next round.

Repeat these steps to continue play. The game ends when you run out of teal or white cards.
DEBRIEF

Discuss as a group what strategies helped you win a round. Were there things you could do to help or hurt your chances of having your card picked? How did your own values or those of the other players factor into the game?

Discuss as a group how these cards relate to each other. Was there anything surprising about the SDGs or their connections to your work? Anything interesting or inspiring?
<table>
<thead>
<tr>
<th>MARKETING &amp; PUBLIC RELATIONS</th>
<th>HUMAN RESOURCES</th>
<th>BOARD OF TRUSTEES</th>
</tr>
</thead>
<tbody>
<tr>
<td>FINANCE</td>
<td>FACILITIES &amp; MAINTENANCE</td>
<td>VOLUNTEERS</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>