



Survival:

**A Game Show about
People, Planet, and Prosperity**

Sustainability is protecting people, planet, and prosperity.

Survival: A Game Show about People, Planet, and Prosperity

Don't be voted off the island—join us for a fun exploration of our planet, people and prosperity!

GENERAL DESCRIPTION

Type of program

Stage presentation. It can be adapted to work as a tabletop or classroom activity.

Audience

The program script is geared for a target audience of upper elementary grades through adults. With small adjustments, it works well for many different groups, from large school groups, weekend museum visitors, to adult-only crowds. You can also adapt it to work for younger audiences.

Overview

This game show is all about working together to create a better future. It introduces the idea that a sustainable future involves meeting the social, environmental and economic needs of all people without damaging the planet and using up resources that future generations will need. Utilizing the 17 United Nations Sustainable Development Goals, visitors work as a team to discover that the three main pillars of sustainability (People, Planet, and Prosperity) are interconnected and necessary to a healthy future.

Big ideas

- Sustainability means healthy people, communities, and environments, now and in the future.
- Sustainability scientists study the interaction between people and the planet and find innovative and responsible solutions to global challenges.
- We can work together to create a sustainable future. Everyone has a part to play.

Learning objectives

As a result of participating in this program, learners will increase their:

- Understanding of big ideas related to sustainable futures and key concepts in sustainability science and practice (“sustainability”)
- Awareness of the ways that sustainability is relevant to their lives and issues they care about
- Sense of self-efficacy related to sustainability, including their ability to take sustainable actions and participate in conversations about sustainable futures

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BACKGROUND INFORMATION

Sustainability

Sustainability is a big concept. According to the United Nations (UN), a sustainable way of living “meets the needs of the present without compromising the ability of future generations to meet their own needs” (Brundtland, 1987). People’s needs include food, water, shelter, work, happiness, and respect. This definition of sustainability prioritizes equity, because it recognizes that people all over the world have needs that are equally important. This view of sustainability also emphasizes the importance of considering how our actions today will affect society, the economy, and the environment in the future.

In 2015, UN countries adopted the 2030 Agenda for Sustainable Development and its 17 Global Goals (also called the Sustainable Development Goals, or SDGs). The Global Goals outline a pathway to a better and more sustainable future for all. They address the interconnected global challenges we face, and recognize that ending poverty must go hand-in-hand with strategies that build economic growth, address social needs, and tackle climate change and environmental protection (United Nations, n.d. and 2015).

Quality education is one of the societal (or “people”) priorities of sustainability. *Education for sustainability* “cultivates individual and collective potential...to increase the possibility that humans and other life can flourish on Earth now and into the future” (Cloud, 2017). Arizona State University’s Sustainability Science Education program provides a brief introduction to education for sustainability (Arizona State University, 2014).



An international group of collaborators have created a companion set of Good Life Goals that explain how everyone can do their part to create a better future. These include 85 ways anyone can contribute toward the Global Goals for sustainable development (SDG Business Hub, n.d.). The Good Life Goals are

more oriented toward individual (personal) action, whereas the Global Goals are more oriented toward collective (government) action.

References

Arizona State University. (2014). Sustainability Science Education. Sustainability education framework for teachers: <https://sse.asu.edu/ways-of-thinking/>

Brundtland, G.H. (1987) Our common future: Report of the World Commission on Environment and Development. Geneva, UN-Dokument A/42/427. <http://www.un-documents.net/ocf-ov.htm>

Cloud, J., ed. (2017). Education for a sustainable future: Benchmarks for individual and social learning. *Journal of Sustainability Education*, pp. 1-66.

SDG Business Hub. (n.d.) Good life goals. <https://sdghub.com/goodlifegoals/>

United Nations. (n.d.) The sustainable development agenda. <https://www.un.org/sustainabledevelopment/development-agenda/>

United Nations. (2015). Sustainable Development Goals. <https://www.youtube.com/watch?v=3WODX8fyRHA>

MATERIALS & ADVANCE PREPARATION

Training video

The training video created for this program will walk you through all the steps to deliver this program successfully, from preparing the materials to adapting the script to work for different visitors. It also includes a presentation of the show. The training video for the program can be accessed through the NISE Network website, nisenet.org.

Materials

- Tabletop or cart
- Two large buzzers
- Five theatrical torches (Note that theatrical torches are battery operated and do not use real fire; they are readily available as Halloween decorations)
- Large gameboard with images of the 17 UN Sustainable Development Goals (SDGs), mounted on a stand or the wall (graphic file is available for free download)
- Large gameboard with the Venn diagram of People Planet Prosperity, attached to a metal surface that the magnet cards will stick to (graphic file is available for free download)
- 17 cards with Sustainable Development Goals icons, printed on magnet stock (available at office supply stores) or stiff paper stock with magnets attached to the back (graphic file is available for free download)
- Print out of Round 1 and 2 questions for the host to read during the show (sample questions are included in this document)

Graphics

Graphics for this program can be downloaded from <https://www.nisenet.org/sustainable-futures>

- Large format graphics for the game show set:
 - Sustainable Development Goals (SDGs) (for SDG gameboard)
 - People, Planet, Prosperity Venn diagram (for People, Planet, and Prosperity gameboard)
 - Game show banner (for the tabletop or cart)
 - Note that all these large graphics are vector files and can be scaled and printed at different sizes to fit your needs
- 5.5"x5.5" icons of the 17 SDGs for the magnet cards
- Square and horizontal versions of the game show logo to brand props and create additional signage

Set and props

The Science Museum of Minnesota created a large game show set with custom props, as pictured here and used in the training video. In this set, the slide show is above the stage, the buzzers are on the center podium, the gameboards are on each side of the stage, and the torches are in the back.



The Science Museum of Minnesota uses a cart with baskets underneath to hold the SDG cards.



Back of cart with storage baskets underneath



Magnet cards and baskets in use during the show

It is not necessary to have a special set, cart, or custom props to deliver this program. Any tabletop or cart can serve as the buzzer station. The game show banner can be mounted on the front of your tabletop or cart. Large graphics can be printed at different sizes and mounted on walls or stands (such as whiteboards or easels). You can purchase inexpensive buzzers, theatrical torches, and snuffers from online retailers such as amazon.com.



Example of off-the-shelf buzzers



Example of theatrical torch



Example of theatrical torch snuffer

Script and questions

A full script is included in this document, as well as sample questions for Rounds 1 and 2. The number of questions asked in each round can be modified to suit the audience. As the host, you control which questions get asked, so you can also tailor the show to specific issues.

The show is designed to encourage repeat players. More questions are provided than needed for one play of the game, allowing visitors to come back and play again.

SET UP

Time

10 minutes

Steps

1. Set up title card graphic in a prominent place
2. Set up the two large gameboards
3. Set up and test the buzzers
4. Set up and turn on torches
5. Prepare the question cards and magnets:
 - Have your questions on hand for Rounds 1 and 2. You can pre-select the questions or simply have a set of questions available for random selection.
 - Have your SDGs magnets on hand for Round 3. Again, you can pre-select these or choose randomly.

The training video will help you understand the flow of the game and figure out the best way to set up the materials in your space.

PROGRAM DELIVERY

Time

20 minutes as written. The program can be lengthened for a more in-depth experience such as an adults-only evening event, or it can be shortened and delivered as into a tabletop activity. See the training video for suggestions for how to structure and modify the program script.

Safety and access

Round 3 encourages running back and forth on the stage. To avoid collisions and accommodate participants with different abilities, you can also instruct participants to walk or have them stationed next to the gameboard.

Script

Introduction

HOST: Hello, Castaways. Welcome to *SURVIVAL: PEOPLE, PLANET, PROSPERITY*, our game show all about sustainability. *Sustainability* is a big word and an even bigger idea. When I say “sustainability,” what does it make you think of?

(This part can be tailored to the audience. On busier days have people shout out single word answers, quieter days maybe whole sentences.)

Those are great answers.

There are a bunch of different ways of defining sustainability. You can think of it as maintaining our world for everyone today and everyone tomorrow. If you want to know if something is sustainable ask yourself, “Can I do this forever?” In 1987 a United Nations commission came up with a definition that said that sustainability “...meets the needs of the present without compromising the ability of future generations to meet their own needs”.

(Direct attention to Round 3 gameboard which has circles drawn around the three words making a Venn diagram.)

A really good way of thinking of it is, something is sustainable if it balances the social, environmental, and economic needs of today and tomorrow: PEOPLE, PLANET, PROSPERITY. See where these three circles intersect? You might want to think of that as the sustainability zone.

Lots of people have been thinking about sustainability, and people from all over the world have worked with the UN to come up with a plan to make the world a much more sustainable place by 2030.

(Point to SDG gameboard)

Here is the heart of that “blueprint for peace and prosperity for people and the planet”: the 17 Sustainable Development Goals. But we’ll learn more about these later... let’s start our game!

The first thing I’ll do is divide you into two teams. If you are sitting between *(Gesture to audience)* here and here you are a team, but we better come up with a team name. Everybody over here shout out your favorite science-y word on three: 1-2-3! Ok, I heard a bunch like _____, _____, and _____ so, you are Team _____ *(combine the syllables to make a ridiculous-sounding nonsense word)*. Everybody, what is that name? Shout it out on 3, 1-2-3! Way to go, Team _____.

(Repeat with the other side of the audience.)

This game is played in three rounds. You see these torches? The losing team of each round will have their torch extinguished. You want to have the most torches still lit at the end of the game. Why are there only two torches per team if there are three rounds? You’ll just have to wait to find out...

I need a representative from each team for Round 1. Don't worry—even if you are not picked you will still be playing because your team rep is going to need your help answering.

(Get a team rep from each team and bring them up on stage, ask them to introduce themselves and repeat the team name.)

OK, you two, this is the buzzer. I'll ask a question, the first one to buzz in after I say "go" gets to answer. However, if you buzz in before I say go, the other team gets to steal. Let's practice!

(Give each player a chance to practice buzzing after you say ready, set, go. Shenanigans ensue.)

Good job, let's start Round 1!

Round 1

I am going to name a sustainability challenge, something that needs fixing. Your job is to tell me which of these 17 goals it belongs to. The first one to buzz in gets to answer. Teams, get ready to yell out the answer for your rep if they win the buzz. There will be three questions in this round.

(The number of questions can be adjusted as needed. Questions are at the end of the document.)

(After play) Team _____, the game has spoken, you didn't win this round (extinguish torch) but don't worry; you are still a total smarty-pants. Everybody, let's hear it for both of our team representatives! (Have them high-five if appropriate and send them back to seats during applause).

OK, are you ready for Round 2?

Round 2

(Repeat getting audience reps, having them state their names and team names, buzzer training etc.)

Teams, round two will work just like round one, but instead of naming sustainability challenges, I will be naming sustainability solutions – actions that can be taken to help achieve that sustainability goal. You will then tell me which of the goals the UN thinks it will help with. Clear? Teams, don't forget to yell out the answer to help your team rep if they win the buzz. There will be _____ questions in this round.

(Questions are at the end of the document.)

(After play) Team _____, the game has spoken, you didn't win this round (extinguish torch) but don't worry- you are still a total smarty-pants. Everybody, let's hear it for both of our team representatives! (Have them high-five if appropriate and send them back to seats during applause).

So, the score stands at _____, but everything will be decided in this, the third and final round- which means it is time for the thing that always happens at this point in the game: THE MERGE!

The final round is going to require too much brain power for two small teams, so we need one big team. Team _____ and Team _____ you are merging into one big team you are now Team _____ *(combine the two old team names into one awkwardly long ridiculous name)*. Everybody, what's that name? Team _____ *(have them repeat it)*. Good job!

Round 3

This final round is going to work differently than the other two. I need three helpers for Round 3.

(Bring them up and introduce themselves and repeat the team name).

Let's walk over to this board.

(Move to People, Planet, Prosperity Board.)

Remember how earlier we talked about how sustainability is about People, Planet, Prosperity? You _____ will represent People, _____ you are Planet, and _____ you are Prosperity.

(Gesture.)

I am going to take these sustainability goal icon cards and hold them up one by one. Team, yell out who you think should take it and put it on their part of the board. If you think the goal is about social needs, yell for _____ who is representing People, if you think it is about environmental needs yell for _____ who is representing Planet, if you think it is about economic needs yell for _____ who is representing Prosperity. If you think it is about more than one, yell the appropriate names. You three, when you hear your name yelled it is your job to grab the card and put it where you think it belongs on the board as fast as possible so I can compare how many Team _____ can get done and get right in 60 seconds with teams from other shows. Afterwards we'll find out why you put what where.

(Stand as far from the board as you feasibly can so the volunteers, if able, have to run back and forth. After 60 seconds of holding up and yelling out the names of cards at an increasingly fast pace with, hopefully, lots of running and maybe holding the cards up high so they have to jump up to get them, call TIME, have them high-five as the audience claps. Approach the board and ask them why they put the cards where they did. If they have cracked the code and placed them all in the middle of the board, ask them why. If not, ask them why to facilitate a short discussion, and give them a "bonus 5 seconds to finalize their answer". Have the audience clap for them once more as they return to their seats.)

Conclusion

Good job everyone. Today we talked about sustainability, some challenges, some solutions, and how sustainability is about making the world a better place for everybody today and everybody tomorrow. So, keep thinking about ways to make the world more sustainable. Do some reading and do some talking because sustainability is about all of us.

(Bring torch downstage.)

But the game has spoken *(move to extinguish it, then stop).*

Actually, no one ended up losing today. And if we all work together to create a more sustainable future, we all win. So, congratulations and come back and play again, because just like our ever-changing world, our game Survival changes too. So, thank you for coming and everybody give yourself a round of applause!

Round 1 Questions

GOAL 1

“One out of every 10 people on Earth live in extreme poverty. Half of them are children.”

- Alternative wording for younger audiences: One out of every 10 people on Earth live in extreme poverty. This means they have very little food, shelter and water.:

Living in this kind of extreme poverty is very difficult, and escaping this kind of extreme poverty is even more difficult. New challenges brought on by food insecurity and climate change make it harder still. The good news is that progress has been made. The number of people living in extreme poverty dropped by more than half between 1990 and 2015.

While the number still continues to get lower, the rate at which it drops is slower than it used to be. So, more work is needed.

<https://www.undp.org/content/undp/en/home/sustainable-development-goals/goal-1-no-poverty.html>

<https://sustainabledevelopment.un.org/sdg1>

GOAL 2

“Over 90 million children under 5 are dangerously underweight.”

Malnutrition and severe food insecurity is a huge problem for human beings around the world. There are an estimated 821 million chronically undernourished people on the planet. The progress made has been amazing: the number of malnourished people has dropped by almost half in the past two decades. So, we have fewer hungry people than we used to, but the number is starting to rise again, so the work continues.

<https://www.undp.org/content/undp/en/home/sustainable-development-goals/goal-2-zero-hunger.html>

GOAL 3

“At least half the global population does not have access to essential health services and many of those who do suffer undue financial hardship, potentially pushing them into extreme poverty.”

- Alternative wording for younger audiences: “At least half of the people in the world do not get to see a doctor or don’t have the money to see a doctor.”

This shows that even among those of us who can access healthcare the cost can be so high it can push us into poverty. But lots of progress has been made in health- in the mid 20th century average life expectancy here on earth was 48 years and now it is over 72 years!

Great progress has also been made in reducing infant and maternal mortality rates, but only in certain parts of the world, so we have to keep working to make all of us earthlings healthier.

<https://www.undp.org/content/undp/en/home/sustainable-development-goals/goal-3-good-health-and-well-being.html>

https://www.who.int/global_health_histories/seminars/presentation07.pdf

<https://data.worldbank.org/indicator/SP.DYN.LE00.IN>

<https://www.undp.org/content/undp/en/home/sustainable-development-goals/goal-3-good-health-and-well-being.html>

GOAL 4

“About 1 in 9 children and youth cannot attend school.”

There are so many challenges in making sure all children and youth get the benefit of education. While that number is way too high, it is so much better than it used to be. The number of children out of school has dropped by almost half, and around the world more girls are in school than ever before. But this is not the case everywhere. So, if sustainability is about people then we have to work to make sure that where a kid happens to be born does not determine if they can go to school.

<https://sustainabledevelopment.un.org/sdg4>

GOAL 5

“Women only earn 77 cents for every dollar that men get for the same work.”

Statistics like that show that gender inequality is still a huge problem around the world. Progress has been slow, but some victories can be celebrated. More girls are in school than ever before, and most parts of the world now have as many girls as boys in their primary schools.

<https://www.undp.org/content/undp/en/home/sustainable-development-goals/goal-5-gender-equality.html>

GOAL 6

“40% of us are affected by water scarcity.”

- Alternative wording younger audiences, “Almost half the people on the planet don’t have enough water.”

A couple of the scary things about this is that not only are drinking water supplies are getting smaller on every continent, but as global warming continues, the problem is expected to get worse. So, work has to constantly increase to reach the goal of safe drinking water for everyone by 2030. The good news is that 2.1 billion people have improved water sanitation since 1990.

<https://www.undp.org/content/undp/en/home/sustainable-development-goals/goal-6-clean-water-and-sanitation.html>

GOAL 7

“Energy production accounts for 60% of greenhouse gases causing climate change.”

The Earth’s population is growing at an incredible rate, and more people will need more energy. The good news is as of 2015, 20% of energy was produced using renewable resources. The bad news is that means almost 80% was not. Hopefully, innovation and technology will make renewable electricity increasingly available. And since recently a record 10.3 million people were employed in the renewable energy sector (remember people, planet, and PROSPERITY?).

<https://www.undp.org/content/undp/en/home/sustainable-development-goals/goal-7-affordable-and-clean-energy.html>

GOAL 8

“Unemployment rates are three times higher for youth vs. adults.”

This may sound like a good thing, but we are not talking about child labor. In 2018, one fifth of the world’s youth were not in education, employment or training, meaning they were not able to gain skills or work experience at this important time in their lives. Some progress has been made: global unemployment has finally fallen back to the level it was at before the global economic crisis of 2008, but the labor force is growing at a faster rate than job creation... so there is progress...but work will have to be done to make sure “decent work for all” is achievable, including for this emerging global generation of workers. I’m looking at you, high school and college people.

<https://sustainabledevelopment.un.org/sdg8>

GOAL 9

“More than 4 billion people do not have access to the internet, 90% of them live in developing countries.”

This one seems like it could apply to a few of the SDGs, but it has been put with Goal 9 because bridging the digital divide will help with innovation and entrepreneurship in some people in places that often do not get to take part in global conversations about innovation. Some good news associated with Goal #9 is that carbon dioxide emissions from manufacturing declined by 20% over 16 years, showing that innovation may be starting to lead to sustainable industry since money is being made while producing less CO2.

<https://www.undp.org/content/undp/en/home/sustainable-development-goals/goal-9-industry-innovation-and-infrastructure.html>

<https://sustainabledevelopment.un.org/sdg9>

GOAL 10

“The richest 1% of the world’s population received 22% of global income, 10% of income was shared among the bottom 50%.”

<https://www.undp.org/content/undp/en/home/sustainable-development-goals/goal-10-reduced-inequalities.html>

Goal 10 is about reducing inequalities within and among countries, this includes income inequality which is on the rise in most of the world. The good news is that there are some countries where the poorest 40% of the populations have made some gains, but the gap keeps growing. If nothing changes it is estimated that by 2050, the richest 1% will own 39% of the wealth. This SDG wants to lessen the inequality and give more access for low-income people in every country.

<https://sustainabledevelopment.un.org/sdg10>

GOAL 11

“828 million people are estimated to live in slums, and the number is growing.”

Cities are such a big deal. 55% of humanity lives in cities. But making them sustainable is so important! Cities only take up 3% of the earth’s space, but use 60-80% of the world’s energy, and produce at least 70% of carbon emissions.

Lots of people have been working at making cities more sustainable- for example, those 828 million people who live in slums today, by percent of population, is half of what it was in 1990. That’s a lot of progress in less than 30 years. Today, many cities and towns are looking toward the future and creating sustainability and resilience plans.

<https://www.undp.org/content/undp/en/home/sustainable-development-goals/goal-11-sustainable-cities-and-communities.html>

<https://sustainabledevelopment.un.org/sdg11>

GOAL 12

“Over 1.4 billion tons of food gets wasted every year, while about 2 billion people go hungry or undernourished.”

When people think about sustainability these are some of the first things that come to mind

; how much we use and how much we waste. For example, only 3% of the world’s water is fresh and drinkable and we are using it at a rate faster than it can be replenished. Probably the best news is that there are simple things we can all do to help with this goal. If everyone switched to energy-efficient lightbulbs the world would save \$120 billion a year! Of course, that would mean that we ALL have to do it...

Do you think absolutely everyone would do things like this? Maybe we will hear about more strategies in Round 2...

<https://www.undp.org/content/undp/en/home/sustainable-development-goals/goal-12-responsible-consumption-and-production.html>

GOAL 13

“Greenhouse gas emissions are more than 50% higher than in 1990.”

Due to global warming, sea levels are expected to rise 1–4 feet by the end of this century. Sustainable Development Goal #13 has a lot of different ways to tackle climate change- including working in developing countries. While the numbers on climate change just keep getting worse, one bright spot is that the energy sector is expected to create around 18 million new jobs by 2030 focused specifically on sustainable energy.

<https://www.undp.org/content/undp/en/home/sustainable-development-goals/goal-13-climate-action.html>

GOAL 14

“Biologically sustainable fish stocks declined about 25% in 40 years.”

More than 3 billion people depend on marine and coastal biodiversity for their livelihoods. That’s more than 3 billion reasons right there why we should care about our oceans, no matter how far we may personally live from them. Our oceans are becoming more acidic, less biodiverse, and more polluted every year. As much as 40% of the ocean is heavily affected by human activities these.

There is not much good news to share about the sustainability of our oceans, except that more people are becoming aware of how our dependence on plastic goods has led to terrible pollution that is destroying wildlife, and showing up in human food chain. This has led to cities and states passing laws limiting the use of single use plastic goods like straws and bags.

<https://sustainabledevelopment.un.org/sdg14>

<https://www.undp.org/content/undp/en/home/sustainable-development-goals/goal-14-life-below-water.html>

<https://www.surfrider.org/coastal-blog/entry/2018-year-in-review-surfrider-smashes-victory-mark>

GOAL 15

“Every year over 50,000 square miles of forest are lost due to human activity.”

Protecting the earth’s forests and mountains is incredibly important to a sustainable present and future. More than 80% of earth’s terrestrial species of plants, animals, and insects live in forests, and 60-80% of the earth’s freshwater is provided by mountain regions. Obviously we also need land to farm to feed our rapidly growing population, but when land is farmed irresponsibly the damage can take a very long time to repair. Thanks to a lot of effort, deforestation has begun to slow down, and the amount of funding in support of biodiversity increased 15% in just one year.

<https://www.undp.org/content/undp/en/home/sustainable-development-goals/goal-15-life-on-land.html>

<https://sustainabledevelopment.un.org/sdg15>

GOAL 16

“68.5 million people have been forcibly displaced due to persecution, conflict, violence, or human rights violations.”

People, Planet, and Prosperity can not thrive in places regularly affected by violence, war, and insecurity. If a sustainable world is a place for everyone today and tomorrow this development goal hopes to help further peace and find a place for those who have been forced out of their homelands.

Round 2 Questions

GOAL 1

“Volunteer at food banks and other places that help people in need.”

Social service agencies help people in our own communities.

GOAL 2

“Support small-scale and family farms around the world.”

This kind of farms are vital to ending food insecurity in the most chronically malnourished places in the world.

<https://sustainabledevelopment.un.org/sdg2>

GOAL 3

“Wear your seat belt every time!”

In addition to better access to health care and the eradication of diseases One of the goals of #3 is halve the number of deaths and injuries from traffic accidents by 2020.

GOAL 6

“Use low-flow faucets.”

One of the goals of #6 is to increase water-use efficiency. Even simple steps like trying not to waste water in your own kitchen and bathroom can help with this.

GOAL 6

“Don't let the water run when you brush your teeth.”

One of the goals of #6 is to increase water-use efficiency. Even simple steps like trying to not waste water in your own kitchen and bathroom can help with this.

GOAL 7

“Use solar powered chargers.”

One of the goals of #7 is to increase the share of renewable energy around the world. Well, the sun renews EVERY MORNING, making it a very renewable resource. Solar-powered gadgets like chargers are widely available, and are becoming more common and more affordable.

GOAL 11

“Go to a city council meeting.”

Safe, resilient, and sustainable cities are a key part of all these sustainability goals. Find out what your city is doing by attending city council meetings or other municipal events. You can help make your community more sustainable!

GOAL 12

“Eat your leftovers.”

One of the goals of #12 is to reduce the amount of per capita food waste by half by 2020. As National Geographic wrote, “...food insecurity is a huge problem in this country and we are wasting enough food to be able to feed those (food insecure) people for an entire year.” There are lots of ways you can stop your family's food waste: buying only food you know you will eat, freezing food before it can spoil, and making a second meal out your leftovers.

<https://www.nationalgeographic.com/people-and-culture/food/the-plate/2015/01/06/stop-food-waste/>

<https://www.epa.gov/recycle/reducing-wasted-food-home>

GOAL 13

“Teach friends and family about global warming.”

One of the ways #13 wants to address climate is by improving education and raising awareness about climate change. Do your part to help: learn more about climate change, and learn how to talk to others about it.

The climate reality project has some great tips about how to talk about climate change on their website <https://www.climateproject.org/blog/3-tips-experts-how-talk-about-climate-crisis-effectively>

GOAL 14

“Choose types of seafood that are abundant.”

The Monterey Bay Aquarium’s Seafood watch lets you know which fish and seafood species are sustainable. You can find the list on their app or website seafoodwatch.org where you can even find recipes for responsible seafood.

GOAL 15

“Buy recycled paper products.”

One of the sustainability goals of # 15 is the end of deforestation. While paper recycling is not a completely clean process, it uses less energy and fewer chemicals than making new paper, and since paper can be recycled up to seven times it can help slow deforestation. You can even recycle your own paper at home.

https://greenliving.lovetoknow.com/Truth_About_Recycled_Paper

GOAL 15

“Plant only native plants.”

One of the sustainability goals of # 15 is to stop invasive species. Plants brought to America from other continents like buckthorn and kudzu can quickly take over an ecosystem and push out native species. To find out helpful native species you can plant contact your university extension service, or start with the USDA Forest Service’s website:

https://www.fs.fed.us/wildflowers/Native_Plant_Materials/Native_Gardening/index.shtml

GOAL 16

“Call out and stop bullying.”

Goal 16 is about promoting peace and just institutions. This is about more than wishing for world peace. People everyday in our own communities suffer from violence. Help to end it by calling out bully or intimidation when you see it. To help those who have already suffered, volunteer or donate to shelters for domestic violence survivors.

Tips

The number of questions asked in each round can be modified to suit audience size and age. So too the detail you go into in each answer can be varied. Since you, as the host, can control which questions get asked you can also tailor them to specific issues on which your institution is focusing, such as equity, water, climate change, and so forth.

As topics come up in the news or science literature you can add new Round 1 or 2 questions to explore them.

Going further...

Here are some resources you can share with program participants:

“The lazy person’s guide to saving the world”:

<https://www.un.org/sustainabledevelopment/takeaction/>

“Goodlife goals pack of actions”:

https://docs.wbcsd.org/2018/09/Good_Life_Goals/Pack_of_Actions.pdf

CLEAN UP

Time

5-10 minutes

Steps

Take down and store all the materials.

UNIVERSAL DESIGN

This program has been designed to be inclusive of visitors, including visitors of different ages, backgrounds, and different physical and cognitive abilities. The following features of the program’s design make it accessible:

- Repeat and reinforce main ideas and concepts
- Provide multiple entry points and multiple ways of engagement
- Provide physical and sensory access to all aspects of the program

LICENSE AND CREDITS

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