

Attachments Day 1 Multiplier Training “become a GREEN life trainer”

Day 1: Introduction into Social Development Goals (SDGs)

Attachment 0: Get to know each other games

Musical chairs

The participants sit on a chair in a circle. One participant gets up, one chair is taken away, so that you have one chair less than participants. The one without chair stands in the middle and says for example:

Everyone with a red pullover changes places.

The participants with red pullover get up and try to find a new place as quickly as possible. The person who doesn't find a place in time stands now in the middle and thinks about a new question for the group.

Questions can be for example:

Everyone with black hair

Everyone wearing glasses

Everyone married

Everyone speaking a foreign language Be free in your fantasy, there are endless possibilities.

Truth or Lie

The Trainer Team explains the game. Every participant thinks of three facts about himself. Two facts must be true, the third one must be a lie (fantasy).

For example: I live in Sweden, I have three children and I play the guitar.

The group must guess what is the lie. Could be that the person has only two children. Could also be that he plays the trumpet or no instrument at all.

The game is very creative and funny and people get to know each other. In the breaks / evenings this game offers opportunities for talks: Hey XY, I didn't know that you were playing an instrument

Build a group / row

The Trainer Team asks questions and the group has to build a row.

For example:

Build a row from the tallest to the the smallest person.

Build a row from the youngest to the oldest person

Or the Trainer Team asks questions and the participants have to build groups.

For example:

Everyone who has ever travelled to Italy get up and build a group.

Everyone who has a pet.

Everyone who likes sports.

This game can also lead to further talking in the evenings

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Attachment 1.1: SDGs

SDG_intro: PowerPointPresentation

SDG-Symbols printed in A3

<https://www.un.org/sustainabledevelopment/news/communications-material/>

<https://unric.org/en/sdgs-in-your-language/>

Attachment 1.2: SDG-pictures

Pictures (see file folder)

SDG Icons (printed small, see link above)

Attachment_1.3: SDG_5P



Attachment 1.4: SDG Network

Standing in a circle, the 17 SDG cards are distributed evenly to 17 persons, clipped onto shirts with clothes pegs.

One person begins and says: „My SDG is:.... and it is connected to SDG number....,” then throws the ball of string to the person with that SDG. A network is created. When all SDGs are connected, we ask: „What happens, if we do not reach Goal number....? Lower/ loosen the string at this point of the network. Who can feel a loosening at their end of the string?”

Conclusion: Everything is connected – we have to work on achieving all the goals, every goal is important!

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Attachment 1.5: Poster



Attachment 1.6: Global Goals Comic

