



Dear friends!

Our aim is to help people understand their role in the future of the planet as individuals, team players and most importantly, as responsible global citizens.

In order to build a better world for everyone and the planet, the Member States have agreed to do their utmost to achieve 17 Sustainable Development Goals (SDGs) by 2030.

We need the younger generations to be key players for a brighter future. For this purpose we have created the "Goals Ahead!" game for children aged 8-10. Designed to be fun and engaging, this game informs children while motivating them to actively pursue the SDGs.

Your role as an educator is crucial! With people like you, your family, your colleagues and community we will be able to achieve the goals. Remember: even small steps can help make a big difference if millions around the world are involved!

We hope you, and your children, enjoy this game! You are invited to download it and follow the instructions and rules below.

Thank you for making the world a better place!

For 4 to 6 players Play time: 30 to 40 mins

HOW TO PLAY THE GAME

There are 63 spaces on the board game. Players advance the number of spaces determined by rolling a single dice

Each player places their token on the Start field Players take turns to roll the dice and move their tokens forward the number of spaces as shown on the dice

HOW TO CONTRIBUTE TO THE SDGs

Change begins with ourselves. We need to make sure we are well-informed on the causes and possible solutions to the world's issues. Only then can we make small positive actions in our everyday lives: from talking constructively with our families, friends and communities, to organising ourselves and urging governments to listen to the voices of their citizens.



The first player to arrive on the field '2030' is the winner! If a player throws the required number, they must step forward into field '2030' and then move backwards the surplus number of spaces

If a player lands at the bottom of a ladder, they can immediately climb to the top

> If a player lands at the top of a waterslide, they immediately move to the bottom of the slide

If a player lands on a Sustainable Development Goal field (1-17), they can draw a card corresponding to the goal number. Another player should read the card question. A correct answer from the card drawer will allow the player to roll the dice once again







