

SHARE

MAKE

ASK

© Copyright 2017 CREATOMBuilder, Inc. All Rights Reserved

COMMUNICATE	<input type="checkbox"/>	Pick a Product
	<input type="checkbox"/>	Pair & Share
PRESENT	<input type="checkbox"/>	Pick an Event
	<input type="checkbox"/>	Self/Peer Assessment
REFLECT	<input type="checkbox"/>	Journal

PLAN	<input type="checkbox"/>	Team Contract
	<input type="checkbox"/>	Mock-Up
CREATE	<input type="checkbox"/>	Simulation
	<input type="checkbox"/>	Fly-on-the-Wall
ITERATE	<input type="checkbox"/>	Ask Questions
	<input type="checkbox"/>	Prototype
	<input type="checkbox"/>	Rubric

DISCOVER	<input type="checkbox"/>	Mini Lesson
	<input type="checkbox"/>	Journal
INQUIRE	<input type="checkbox"/>	Field Trip
	<input type="checkbox"/>	Experience Map
	<input type="checkbox"/>	Affinity Diagram
IMAGINE	<input type="checkbox"/>	Tomorrow's Headlines
	<input type="checkbox"/>	Information Graphics

Full cards listed below from the deck, place cards on the Project Design Canvas and start creating your next Global Goals project.

- PROJECT SUGGESTIONS**
- ▶ Education Equality
 - ▶ Zero Hunger
 - ▶ Clean Water
 - ▶ Affordable Energy
 - ▶ Climate Action

These 17 Sustainable Development Goals (SDGs) were agreed upon by all of the countries of the United Nations in 2015 to make sure the world is a better place for future generations. Sustainable development involves three areas: social progress, economic development, and climate and environment. Use the SDGs as inspiration for your next project.

<http://www.undp.org/content/undp/en/home/sustainable-development-goals.html>



GLOBAL GOALS

GETTING THE PROJECT STARTED



The Sustainable Development Goals are a great opportunity to develop projects which partner with non-profits and government agencies, engage with end-users who could benefit from achieving the goals, and to connect with a global community of change makers.

Not sure where to start? Find support on twitter @TeachSDGs or check out project resources at <http://worldslargestlesson.globalgoals.org/>

Use The Global Goals to:

- ▶ Explore how global issues are local issues.
- ▶ Develop a new product or service that could help accomplish one of the 17 goals.
- ▶ Create an awareness campaign with social media or through a film fest.
- ▶ Hold a world cafe, and record podcasts about the SDG's.
- ▶ Participate in global education with classrooms from around the world.

Before you begin, decide if there will be a local or global focus to the project. This project is a good opportunity to build empathy and critical thinking while making connections between culture, the environment, and business.

CONDUCTING THE PROJECT

ASK

- DISCOVER** In teams, select and research a **SDG** and present a **Mini Lesson** on the **SDG** to the group. Keep a **Journal blog** throughout the entire project to your record research, ideas, assumptions, emotions and questions. Take a **Field Trip** to a local organization addressing that **SDG** to meet with end-users.
- INQUIRE** Create an **Experience Map** showing how end-users interact with the social, economic, or environmental systems effected by the **SDG**. Categorize end-users' interactions using an **Affinity Diagram** looking at the structure, history, and function of the experience.
- IMAGINE** Once a thorough analysis is complete, consider how a new product, service or policy could intervene and write about it in a **Tomorrow's Headline** news story. Include images and **Information Graphics** explaining the impact of your proposed intervention.

MAKE

- PLAN** Have each team develop a **Team Contract** complete with a plan for how they will engage end-users and experts, use sustainable materials, and evaluate their product, service or policy intervention.
- CREATE** Team member will create **Mock-Ups** of their interventions and test them out with other teams, experts, and end-users in a **Simulation**. One member from each team will do a **Fly-on-the-Wall** observation to collect data during the simulation exercise.
- ITERATE** From the data collected **Ask Questions** about how the observations and data influences the way your intervention addresses the **SDG**. Make adjustments to the design for the **Prototype** and have end-users evaluate it using a **Rubric**. Repeat the **CREATE** and **ITERATE** phases as many times as you need.

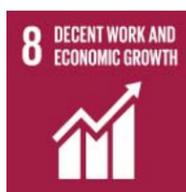
SHARE

- COMMUNICATE** Pick a **Product** like a **Podcast**, **Movie Trailer**, **Persuasive Commercial**, or **Interactive Media** that best tells the story of your **SDG** and the intervention created. **Pair & Share** with other **Team** members to review and improve your stories content and delivery.
- PRESENT** Pick an **Event** with a live or virtual **Performance**, **Fundraising Celebration**, **Fast Pitch** or **Exhibit** that presents and engages end-users as well as the local and global community with your project.
- REFLECT** Wrap up the project with a video **Self/Peer Assessment** about the process. Include this as the final entry into the project **Journal blog** and share your project with the world.

THE SDG'S FOR YOUR CURRICULUM



The 17 goals can work across all content areas of the curriculum. Leverage learning outcomes and collaborate between subjects to look at all sides of the issue.



STEAM

- ▶ Connect history and culture with climate and technological changes.
- ▶ Create new products to address a global goal.
- ▶ Participate in a global citizen science project.

Language Arts

- ▶ Use video or podcasts to share global stories.
- ▶ Emphasize digital citizenship in research.
- ▶ Connect classrooms around the globe to solve a problem.

Fine Arts

- ▶ Collaborate on a goal with local artists and organizations.
- ▶ Hold or participate in a collective global performance.
- ▶ Develop a new system for creative economies.

Social Studies

- ▶ Let students select the global goal to address.
- ▶ Identify gaps and opportunities in global systems.
- ▶ Use mobile devices to record field trips and interviews.