



NADA TRIVIAL

GAME SPECIFICS:

Tool type: Gamified collaborative board activity

Our inspiration: [Link](#)

Format: offline

Time needed: 3 hours

SET-UP

Instructions, bingo cards, board, question cards, Factor 3 board, problem cards, bingo game, game chips, wedges, markers, sticky notes, other consumable materials

Number of participants: 6- 8 people

Focus (SLD topic)

1. Promote awareness of the SDGs
2. Bring specific social problems closer to society and encourage active participation and involvement of stakeholders in today's social issues.



GAME OVERVIEW

To bring information about current social issues to life through a familiar game: Trivial Pursuit.

To foster teamwork and social awareness.

To encourage the participation and involvement of participants in solving social challenges.

To highlight gamification as a tool for stimulating learning and raising social awareness.

To develop creativity and problem-solving skills.



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INSTRUCTIONS / STEPS



SDG Bingo

Participants are arranged in groups; each group will have a large card with 7 SDGs instead of 7 numbers..

By random draw

objectives will be drawn one by one, and as they are drawn, the corresponding pieces on the card will be covered.

Each time "line" is called, we will provide information about that SDG.

The team that completes its pieces first wins.

Part two: Trivial Pursuit game:

This section focuses exclusively on putting the Nothing Trivial game into practice, adapting the questions to the SDG categories.

Part Three. FACTOR 3

Following the instructions on the board, we will complete the sections in such a way that each team will choose a social challenge and invent a real and viable solution.

