

## Education for Climate

# SUSTAINABILITY CONVERSATIONS



## THE GREENCOMP GAME



### Education for Climate

The GreenComp game is a conversational game during which players discuss and assess their priorities to build a sustainable future.

#### Goal

To encourage discussion and learning around how to boost green competences for a sustainable future by exploring the EducationForClimate's innovation areas, the Sustainable Development Goals (SDGs), and the 12 competences of the European sustainability competence Framework (GreenComp).

#### Players

Multiple groups of 3-5 players each. You can play it with one group for in-depth reflection, but with more groups the final comparative discussions will be more fruitful!



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#### Preparation

Get ready and create groups of 3-5 people.

Each round is played in each group, followed by a conclusion where all groups come together to discuss, compare, and reflect on their different outcomes.

For each round, ask the given question and pair the cards. Proceed to reflect collectively.

#### Timing

The following timing for each step of the game is set considering groups of four people. If you have less, each player will have more time. If you have more, make sure that everybody still has enough time to contribute by adapting activity timings.

3



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#### Materials

A set of 17 cards with the Sustainable Development Goals (SDG cards)



A set of 5 cards with the EducationForClimate's innovation areas (E4C goal cards)



A set of 16 cards with the GreenComp competences (GreenComp cards)



A timer (60 minutes in total)

2



### Education for Climate

#### Preparation (5 minutes)

Split your group into groups of 3-5 players each.

Get the three card sets (SDGs, EducationForClimate goals, GreenComp) ready for each group.



Explain the game - goals and rounds - to all players.

Set the timer and have fun!

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## Education for Climate

# 1

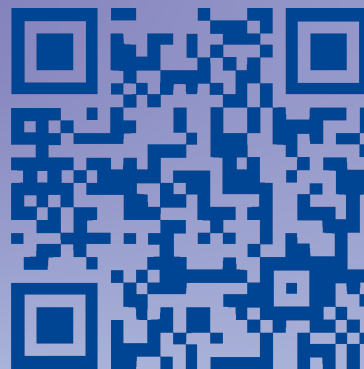
### First round (10 minutes)

Which SDG do you want to strengthen in your learning activity?

Discuss in your group and agree on one SDG card.



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## Outcome



## Education for Climate

# 2

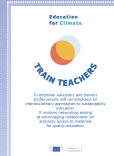
### Second round (10 minutes)

Which of the five innovation areas is needed the most for this SDG?

Discuss in your group and select one or more EducationForClimate goal card(s).



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Outcome



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## 3

### Third round (15 minutes)

What are the green competences you need to develop more to reach this SDG and E4C goal(s)?

Discuss in your group and select one or more GreenComp cards.



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Acting for sustainability

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Embodying sustainability values

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Embracing complexity in sustainability

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Envisioning sustainable futures

Education for Climate

Education for Climate

Promoting nature

Education for Climate

Education for Climate

Supporting fairness

Education for Climate

Education for Climate

Problem-framing

Education for Climate

Education for Climate

Adaptability

Education for Climate

Education for Climate

Individual initiative

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Valuing sustainability

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Systems thinking

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Education for Climate

Explanatory thinking

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Collective action

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Critical thinking

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Political agency

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## Outcome






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**Collective action**  
To act for change  
in collaboration with others.



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**Critical thinking**  
To assess information and arguments,  
identify assumptions, challenge the status quo,  
and reflect on how  
personal, social and cultural backgrounds  
influence thinking and conclusions.



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**Political agency**  
To navigate the political system,  
identify political responsibility and accountability  
for unsustainable behaviour,  
and demand effective policies for sustainability.



**Outcome**



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# 4

### Conclusions (10 minutes)

What are the chosen priorities selected by each group?

Discuss, compare, and reflect on the different outcomes of all groups.

Tip: Play the Scaffold Game as a follow-up to design your desired learning activity.



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# 5

### What next? (10 minutes)

Are you curious about what other players across the EU have been discussing?

Check their conclusions and share yours on the EducationForClimate platform.

What is your desired SDG - EducationForClimate goal - green competence combination to focus on in your learning activities now?



Join the conversations

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