

The GreenComp Game

Sustainability Conversations

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Education for Climate

THE GREENCOMP GAME SUSTAINABILITY CONVERSATIONS



Sustainability Conversations
The GreenComp Game



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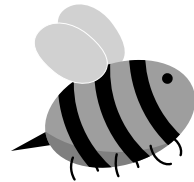
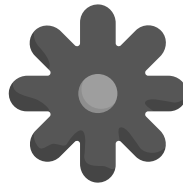
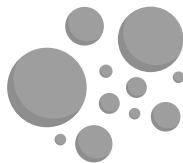
Abstract

The 'Sustainability Conversations' game is designed to foster discussions and identify priorities for building a sustainable future. This playful learning resource is based on GreenComp, the European sustainability competence framework, and supports its community. It also aligns with 'Scaffold', the European Training Foundation's card game tool aiming at making European competence frameworks simple and easy to use.

The game is structured to be used within formal and informal learning settings, both as a preparatory tool for classes and as a space for learners to explore and prioritize sustainability goals, no matter their age or background.

By engaging in this conversational game, participants dive into the UN's Sustainable Development Goals (SDGs), aligning them with Education for Climate goals and GreenComp competences, ultimately guiding educators and learners in their pursuit of meaningful and impactful learning activities.

The game includes detailed instructions and all necessary card decks for playing it, making it a versatile addition to sustainability education.



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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, or with more groups the final comparative discussions will be more fruitful!



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Materials

A set of **17** cards
with the Sustainable Development
Goals (SDGs 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 set of **3** wildcards to be used (if
necessary) with the GreenComp cards

A **timer** (60 minutes in total)

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.



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1

Preparation (5 minutes)

Split 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!



2

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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3

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).



4

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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5

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.



Join the
Scaffold Game

6

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.

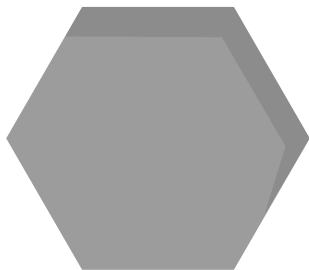
What is your desired SDG - EducationForClimate goal - green competence combination to focus on in your learning activities now?



Join the
GreenComp Community



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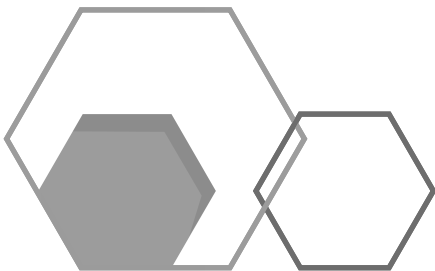


Embodying sustainability values

GreenComp Areas



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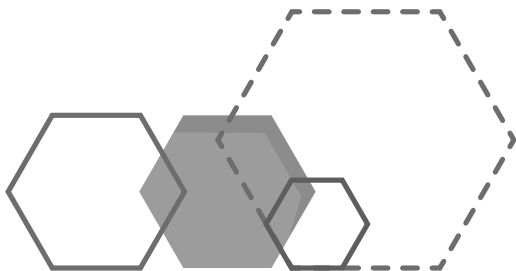
Valuing sustainability

To reflect on personal values;
identify and explain how values vary
among people and over time,
while critically evaluating
how they align with sustainability values.

GreenComp Competences



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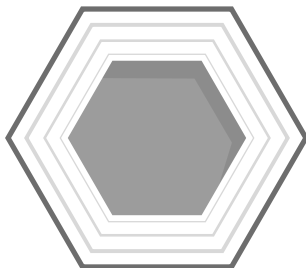
Supporting fairness

To support equity and justice
for current and future generations
and learn from previous generations
for sustainability.

GreenComp Competences



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Promoting nature

To acknowledge that humans are part of nature; and to respect the needs and rights of other species and of nature itself in order to restore and regenerate healthy and resilient ecosystems.

GreenComp Competences



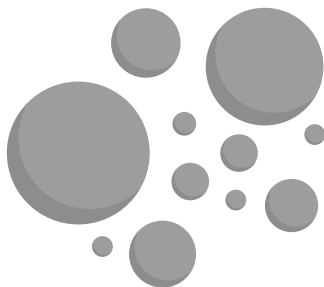
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Wildcard

Wildcard



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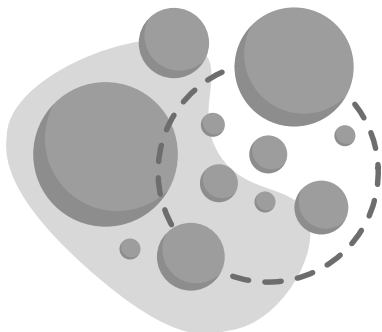


Embracing complexity in sustainability

GreenComp Areas



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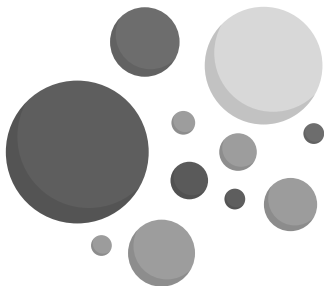
Systems thinking

To approach
a sustainability problem from all sides;
to consider time, space and context
in order to understand
how elements interact
within and between systems.

GreenComp Competences



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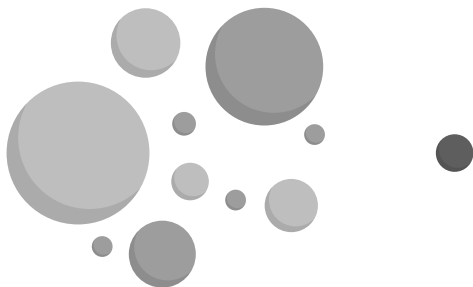
Critical thinking

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

GreenComp Competences



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Problem framing

To formulate current or potential challenges as a sustainability problem in terms of difficulty, people involved, time and geographical scope, in order to identify suitable approaches to anticipating and preventing problems, and to mitigating and adapting to already existing problems.

GreenComp Competences



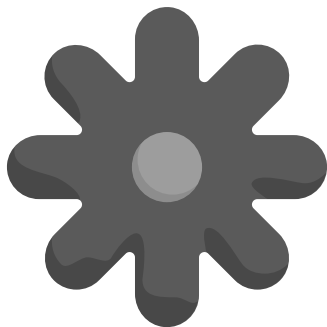
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Wildcard

GreenComp Competences



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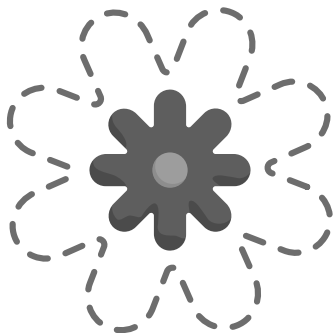


Envisioning sustainable futures

GreenComp Areas



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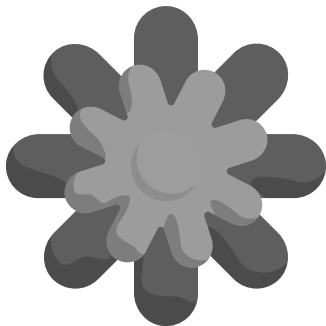
Futures literacy

To envision
alternative sustainable futures
by imagining and developing
alternative scenarios and
identifying the steps needed
to achieve a preferred sustainable future.

GreenComp Competences



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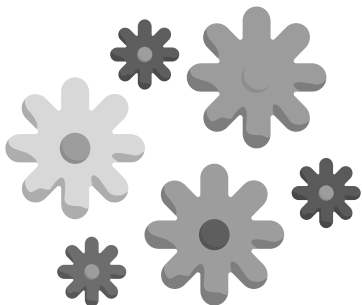
Adaptability

To manage transitions and challenges
in complex sustainability situations
and make decisions related to the future
in the face of
uncertainty, ambiguity and risk.

GreenComp Competences



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Exploratory thinking

To adopt a relational way of thinking
by exploring and linking
different disciplines,
using creativity and experimentation
with novel ideas or methods.

GreenComp Competences



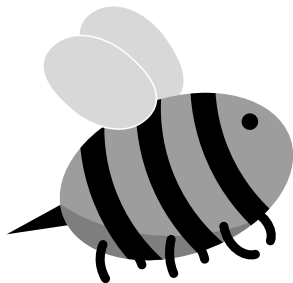
Education for Climate

Wildcard

Wildcard



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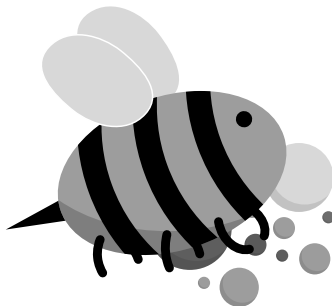


Acting for sustainability

GreenComp Areas



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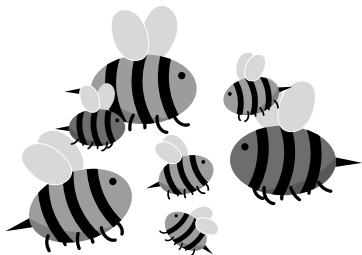
Political agency

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

GreenComp Competences



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Collective action

To act for change
in collaboration with others.

GreenComp Competences



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Individual initiative

To identify
own potential for sustainability and
to actively contribute
to improving prospects
for the community and the planet.

GreenComp Competences



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To equip learners with the knowledge, skills, and attitudes necessary to address climate challenges. It involves community-building around GreenComp, the European sustainability competence framework, aiming at enabling innovative and interdisciplinary approaches.

EducationForClimate
Innovation Goals



Education for Climate



To empower educators and trainers professionally with an emphasis on interdisciplinary approaches to sustainability education. It involves networking aiming at encouraging collaboration on and easy access to materials for quality education.

EducationForClimate
Innovation Goals



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To establish connections between education, training, and academic communities in the context of climate issues. It involves citizen science aiming at raising civic engagement for active participation in green education initiatives.

EducationForClimate
Innovation Goals



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To foster climate literacy among individuals and communities. It involves outreach aiming at raising the stakes for climate-related issues.

EducationForClimate
Innovation Goals



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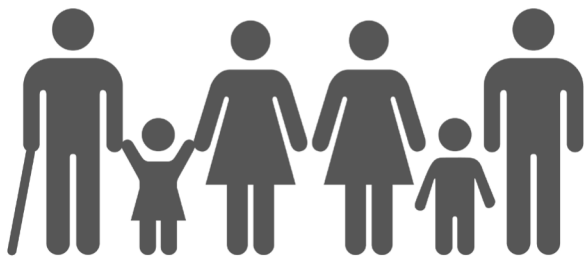


To motivate behavioural change towards sustainability within educational environments and the broader community. It involves collaborative, practical, and experiential learning approaches, aiming at changing behaviours and practices across communities.

EducationForClimate
Innovation Goals



1 NO POVERTY



The United Nations
Sustainable Development Goals



2 ZERO HUNGER



The United Nations
Sustainable Development Goals



3 GOOD HEALTH AND WELL-BEING



The United Nations
Sustainable Development Goals



4 QUALITY EDUCATION



The United Nations
Sustainable Development Goals



5

**GENDER
EQUALITY**



The United Nations
Sustainable Development Goals



6 CLEAN WATER AND SANITATION



The United Nations
Sustainable Development Goals



7 AFFORDABLE AND CLEAN ENERGY



The United Nations
Sustainable Development Goals



8

**DECENT WORK AND
ECONOMIC GROWTH**



The United Nations
Sustainable Development Goals



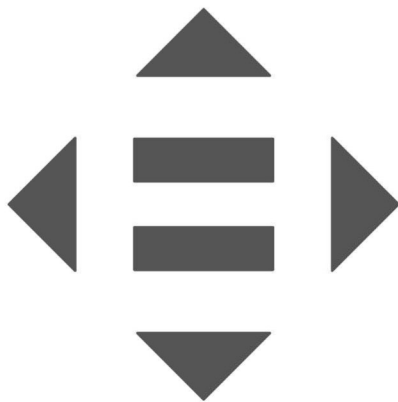
9 INDUSTRY, INNOVATION AND INFRASTRUCTURE



The United Nations
Sustainable Development Goals



10 REDUCED INEQUALITIES



The United Nations
Sustainable Development Goals



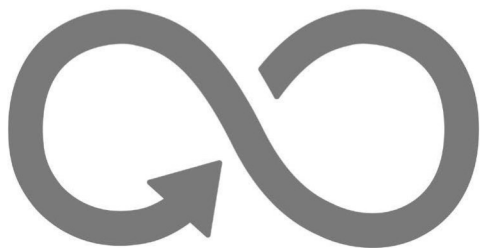
11 SUSTAINABLE CITIES AND COMMUNITIES



The United Nations
Sustainable Development Goals



12 RESPONSIBLE CONSUMPTION AND PRODUCTION



The United Nations
Sustainable Development Goals



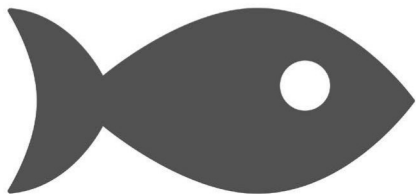
13 CLIMATE ACTION



The United Nations
Sustainable Development Goals



14 LIFE BELOW WATER



The United Nations
Sustainable Development Goals



15

LIFE ON LAND



The United Nations
Sustainable Development Goals



16

**PEACE, JUSTICE
AND STRONG
INSTITUTIONS**

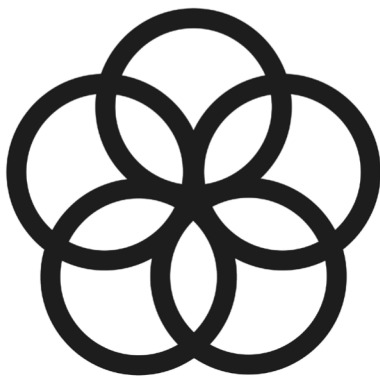


The United Nations
Sustainable Development Goals



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**PARTNERSHIPS
FOR THE GOALS**



The United Nations
Sustainable Development Goals



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