



Sustainable Development Geek (China Edition)

Sustainable Development Geek is a game designed to get people talking about serious topics in a fun way. It is grounded in the belief that successful development requires questioning, discussing, and improving our ideas, rather than finding the “right” answer.

Sustainable Development Geek was inspired by the 17 Sustainable Development Goals (SDGs), the United Nations’ goals of the 2030 Agenda for Sustainable Development that officially came into force on January 1, 2016. The SDGs apply to all countries of the world, and aim to end poverty, fight inequalities and tackle climate change by 2030.

This China edition of the game includes a number of new questions that pertain specifically to sustainable development in or related to China. Home to over 1.3 billion people, China is the most populous country in the world. Over the years, the country has experienced massive change and growth. In the area of development, China has now become a global leader and has been involved in the achievement of the SDGs both at home and abroad.

We hope this game will challenge assumptions, provoke lively discussions, and open new perspectives. Enjoy and geek on!

Spread the geekiness!

If you wish to help us with further development, or have any other feedback, we look forward to hearing from you at communication.cn@undp.org. You can also find our digital version, order more copies and download additional resources, including PDF versions, a reference list, and your very own geek glasses at cn.undp.org/sdgeek. For the original version in English, French, German or Italian, go to: www.eda.admin.ch/sdgeek.



GETTING STARTED

Question Cards (106)

The **SDG(s)** this question relates to.

Front

Poor families, when given cash, are more likely to spend it on...

A education.

B alcohol.

Back

A - education.

Generally, when given cash, poor people tend to spend most of the money to cover their basic needs. In Brazil, for example, as one of the biggest cash transfer programmes in the world, researchers found that poor families invested more in education than in alcohol and other consumables when given extra cash. In a separate global study, it was found that cash transfers resulted in increased school attendance due to the removal of financial barriers. Cash transfers, rather than distributions in kind, are being increasingly used as an effective way of helping the poor.

Levels

Play cards

> SDG Cards (17) > A and B Cards (2) > Super Geek card (1)



Use this number to record questions you would like to re-use again (e.g. for educational, facilitation purposes), or to look up the original source of the information on our references list at: cn.undp.org/sdgeek.

Cards with “Cxx” were developed specially for this China edition.

THE GREAT DEBATE

For those who believe that the best way to tackle an issue is to talk it out.

5–10 players, 30– 60 minutes

Materials

- > Question cards
- > A+B cards
- > SDG cards
- > Paper and pen for recording points (can be substituted by tokens)
- > Timer (set to 30 seconds)

Set up

The players sit in a circle.

Appoint one player as “banker” (records the points), one as “timekeeper” (keeps track of time) and one as “reader” (reads questions from stack of shuffled question cards). These players also participate in the game.

Select, from the play cards, the A and B cards, and as many SDG cards (doesn’t matter which ones) necessary so that the total number of play cards matches the number of players. For example, if 5 people are playing, select the A, B and 3 SDG cards making a total of 5 play cards. Lay the play cards face down, in the middle of the circle and mix them up.

How to play

The game is played in several rounds; the winner is the first person to reach 17 points. (Alternatively, you can play until you run out of cards, time, or patience.)

Each round starts with all players picking up a play card, revealing their draw to the group, and placing it in front of them. Those who drew A and B will be the “debaters”, and will defend their respective answers, A or B (see question card). Those who drew an SDG card, will be the deciders and “vote” for the correct answer in the end.

The reader picks the first question card from the stack; s/he reads the question, and two possible answers (A or B) to the players. As the reader is also participating in the round, s/he cannot look at the answer.

After the question is read, debater A has 30 seconds to defend their position, followed by debater B, who also has 30 seconds. The timekeeper notifies the debater when their time is up. Debaters can use any arguments they like. The goal here is to sway as many deciders to their side as possible.

After both arguments have been heard, deciders simultaneously place their SDG cards next to the answer they think is correct – A or B. Now, the reader flips the question card over, and reads the correct answer.

Scoring

DEBATERS - Get one point for each SDG card they were able to “earn”; they get no points for being correct.

DECIDERS - Get one point for choosing the correct answer, and zero points for the wrong answer.

+ SUPER GEEK

Throw in the Super Geek card to add an element of surprise and mischief.

To introduce this variation, draw cards and display them in front of each player as above. The person to the left of the player who drew “A” gets the Super Geek card (in addition to whatever card s/he drew) and displays it.

The Super Geek now has the power to “switch” roles with another player whenever s/he wants to, so long as that player has not yet started speaking their arguments. This means that if the Super Geek has an SDG card, but would rather take on a debater role for that question, s/he can use the Super Geek card to “trade places” with debater A or B before they have spoken their respective arguments. The Super Geek may steal debater B’s place even after debater A has spoken their arguments, as long as debater B has not yet started speaking. The person with the Super Geek card can also use this card when they themselves are the debater but would like to switch sides or roles.

The Super Geek card gets transferred to the person who was forced to give up their role and may be used from the next turn onwards. (i.e. the Super Geek card cannot be used more than once per round).

+ REWARD THE DEBATER

If you expect a group with significant prior knowledge on the subject, and/or you would like to particularly reward good debating, you can adjust the scoring as follows:

After both A and B have debated, the deciders FIRST place their SDG cards next to the answer they think was better argued. Points are tallied accordingly for debaters (i.e. debaters get one point for each SDG card they were able to earn).

Then, deciders place their SDG card next to the answer they think is correct.

Points are tallied accordingly for deciders (i.e. deciders get one point for a correct answer, zero points for incorrect).

+ REBUTTAL

In this variation, debaters are allowed a short rebuttal. This means that after debater A and B present their arguments for 30 seconds each, they can rebut each other’s arguments for 10 more seconds each, first player A, then B.

+ CONSULTANTS

This variation allows for a debater to “hire” another player as a consultant to argue in their place.

A debater may hire a consultant after the question is asked, but before the debates begin. The debater agrees with their consultant on a price: for example, 2 points before the debate, or split the final points earned 50-50, or 1 point before the debate, and 1 point if the debater earns a minimum of 3 points this round, etc.

Players vote and receive points according to their original role. So, if debater A hired a consultant to argue in their place, all points “earned” go to debater A; the consultant maintains their role as decider and votes accordingly.

ACHIEVE THEM ALL

For risk-takers who want to change the world.

2 – 6 players, 60 minutes

Materials

- › Question cards
- › SDG cards

Set up

Lay out the 17 SDG cards in a circle. Place the A, B and Super Geek cards at the center of the circle. The question cards are mixed and left in a stack. A place is designated for a discarded card pile.

How to play

This game is played until all SDGs have been achieved. The winner is the player who achieved the greatest number of SDGs.

Each turn, there is a reader and a responder; these roles rotate with each turn.

The turn starts with the reader reading the first question in the questions stack. The responder answers. If s/he is incorrect, the question card is placed on the “discard” pile and the next turn starts.

If s/he is correct, s/he may choose to either continue answering questions, or to stop. The responder must make this choice BEFORE the next question is asked. S/he may however be told which SDG(s) the next question relates to.

At the point at which the responder chooses to stop, s/he earns all of the question cards s/he answered correctly. However, if the responder answers a question incorrectly, all question cards answered in that turn are lost to the discard pile and a new turn starts.

With the question card(s) s/he earned that round, the responder can choose to either save their question card(s) or to achieve one or more SDGs. To achieve an SDG, the player pays the question card with the corresponding SDG to the discard pile and collects the achieved SDG card(s). If the question card has 2 SDG icons, s/he may choose 1 SDG to achieve; this may not be changed subsequently.

Players display their achieved SDGs in front of themselves.

If an SDG has already been achieved, it may not be achieved again. Instead, the corresponding earned question cards are kept by the player. Players may use previously-earned question cards to buy the A, B or Super Geek cards, each of which have special roles.

The A card allows the player to ask for Advice. It requires a payment of 3 question cards to the discard pile. It may be bought and used at any point during the turn (even after a question has been read) but may not be saved for subsequent turns. When the A card is played, the responder selects another player to answer the question for them. If the chosen “advisor” answers the question correctly, then the responder earns all answered question cards for that turn. However, if the “advisor” answers the question incorrectly, s/he must give up one of his/her achieved SDG to the responder. The responder retains the question card(s) answered that round, except for the last question card answered incorrectly. The A card is returned and a new turn begins.

The B card allows a player to Block (not answer) a question. It requires a payment of 4 question cards to the discard pile. It may be bought and used at any point during the turn (even after a question has been read) but may not be saved for subsequent turns. When the Block card is played, the question card that was blocked (not answered) is placed on the discard pile, however the player may earn all question cards answered previously in this turn. The B card is returned and a new turn begins.

The Super Geek card allows players to switch places and may only be played at either the start or the end of a turn (i.e. not during questioning) and may not be saved for subsequent use. It requires a payment of 5 question cards to the discard pile. If player 1 chooses to switch with player 3, then player 1 receives all SDGs achieved so far by player 3, and player 3 receives all SDGs achieved so far by player 1. The earned question cards are not exchanged. Once the Super Geek card is used, it is returned.

GENERAL ASSEMBLY

Where consensus leads to a better world.

10–70 people, 45 minutes minimum (or “continuously” where people drop in and out).

Material

- › Question cards (for smaller groups) or presentation on computer and projector.
- › Sets of 2 signs (approx 1 set for 5 players); one with “A” and one with “B” written in large print.
- › Flipchart or whiteboard for tallying points.
- › A few special prizes for the winners (optional)
- › Timer and horn/bell/gong for signaling time (optional)

Animators

1 Presenter – responsible for presenting the questions and answers
1–3 Stewards (optional) – for larger games its useful to have a few stewards to help count and record points and help with overall running of game.

How to play

The players sit or stand in small teams (approx. 5 per team), and each team is given a set of signs.

At the start of each round, the presenter picks a question and reads it aloud (displays it on the projector for large groups).

Each team discusses the question. They must reach a consensus on one answer and, when prompted by the presenter, raise their “A” or “B” sign for all to see. Teams should raise their signs at the same time so as to not influence the other teams.

It is up to the presenter to decide whether s/he wants to set a time

limit for the discussion of the questions. S/he may also use a horn/gong/bell for signaling time.

After all teams have answered, the presenter reads aloud or displays the correct answer.

Points are tallied: one point for correct answers, zero for incorrect answers.

+ DEBATE ROUND

To bring more excitement into the game, every now and then the presenter can announce a debate round.

Before the question of the debate round is revealed, two volunteers are selected to represent A or B. The presenter then reads aloud or displays the question. Each debater has 30 seconds to defend their position to the audience. A short rebuttal (10 seconds) may also be allowed at the discretion of the presenter. The remaining players vote by raising their hand for the person they thought presented the better arguments. In the debate round, it is not necessary to reach a consensus within the team; one person one vote.

The presenter or the stewards count the votes and the debater with the most votes (does not have to be the correct answer) wins. The winning debater wins two points for his/her team.

+ SCORING

Scores are tallied throughout the event on a flipchart of a whiteboard (stewards can assist with this). As per the above, the team with the most points at the end of the event wins. In less structured sessions where participants drop in and out (e.g.: during a reception, party or exhibition), instead of tallying points, teams may be rewarded with a small prize, (e.g. chocolates), after each round.

FACILITATION

Sustainable Development Geek can be used for facilitation or group events.

Warm up

At the start of a workshop, break the participants into smaller, 2–4 person teams and encourage them to reach a consensus on a common answer before flipping the card over to find out the real answer. Encourage teams to share their previous experiences, preconceptions, or reactions to the question.

Energizer

Before the session, pick a few questions that are relevant to your topic (each card is marked with up to two SDGs they relate to); or let chance pick for you.

When the energy level drops, designate one side of the room as “A”, the other as “B” and ask participants to line up, one in front of the other, along the partition.

Read the question and ask participants to walk to the side they think is correct (A or B). You can stimulate a discussion by asking someone from each side to defend their answer before reading the correct response.

Ice Breaker

Leave the cards scattered around at the coffee break or cocktail reception to get participants talking with each other about sustainable development.

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