

**1** NO  
POVERTY



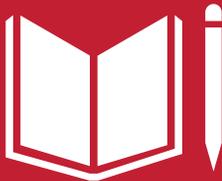
**2** ZERO  
HUNGER



**3** GOOD HEALTH  
AND WELL-BEING



**4** QUALITY  
EDUCATION



**5** GENDER  
EQUALITY



**6** CLEAN WATER  
AND SANITATION



**CARDS FOR  
HUMANITY**

**7** AFFORDABLE AND  
CLEAN ENERGY



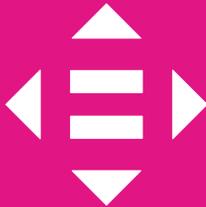
**8** DECENT WORK AND  
ECONOMIC GROWTH



**9** INDUSTRY, INNOVATION  
AND INFRASTRUCTURE



**10** REDUCED  
INEQUALITIES



**11** SUSTAINABLE CITIES  
AND COMMUNITIES



**12** RESPONSIBLE  
CONSUMPTION  
AND PRODUCTION

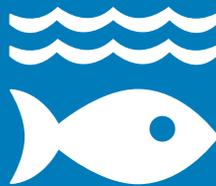


**CARDS FOR  
HUMANITY**

**13** CLIMATE ACTION



**14** LIFE BELOW WATER



**15** LIFE ON LAND



**16** PEACE, JUSTICE AND STRONG INSTITUTIONS



**17** PARTNERSHIPS FOR THE GOALS



## GAME RULES

Gather 4–8 players.

Deal out white word cards. Each represents a department that museums and similar cultural organizations might have. Players should all receive the same number of cards. *(The exact number depends on the size of the group. Just set aside any extras.)*

Place the teal deck of cards facedown in the middle of the group. Each teal card represents one of the United Nations' Sustainable Development Goals (SDGs).

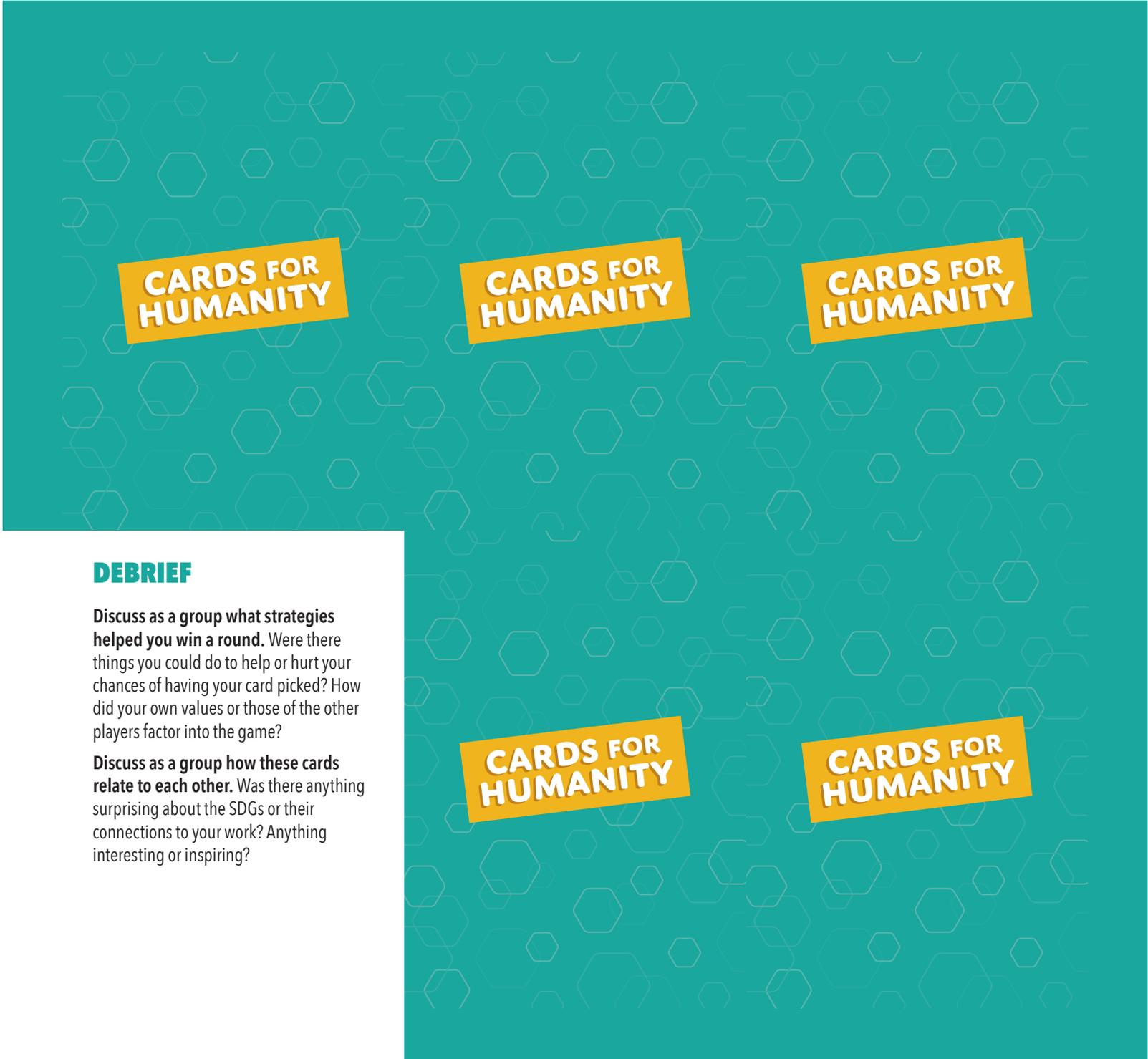
Pick a judge for round one. The judge flips over the top teal card and reads it out loud.

All players, except the judge, choose one of their word cards that they think best represents a way that cultural organizations could address that SDG. In turn, players put down their chosen role or department and explain why they made that choice.

The judge then chooses which one they think fits best.

If the judge picks your card, you have won that round! Keep the SDG card to track how many rounds you win. You're the judge for the next round.

Repeat these steps to continue play. The game ends when you run out of teal or white cards.



**CARDS FOR HUMANITY**

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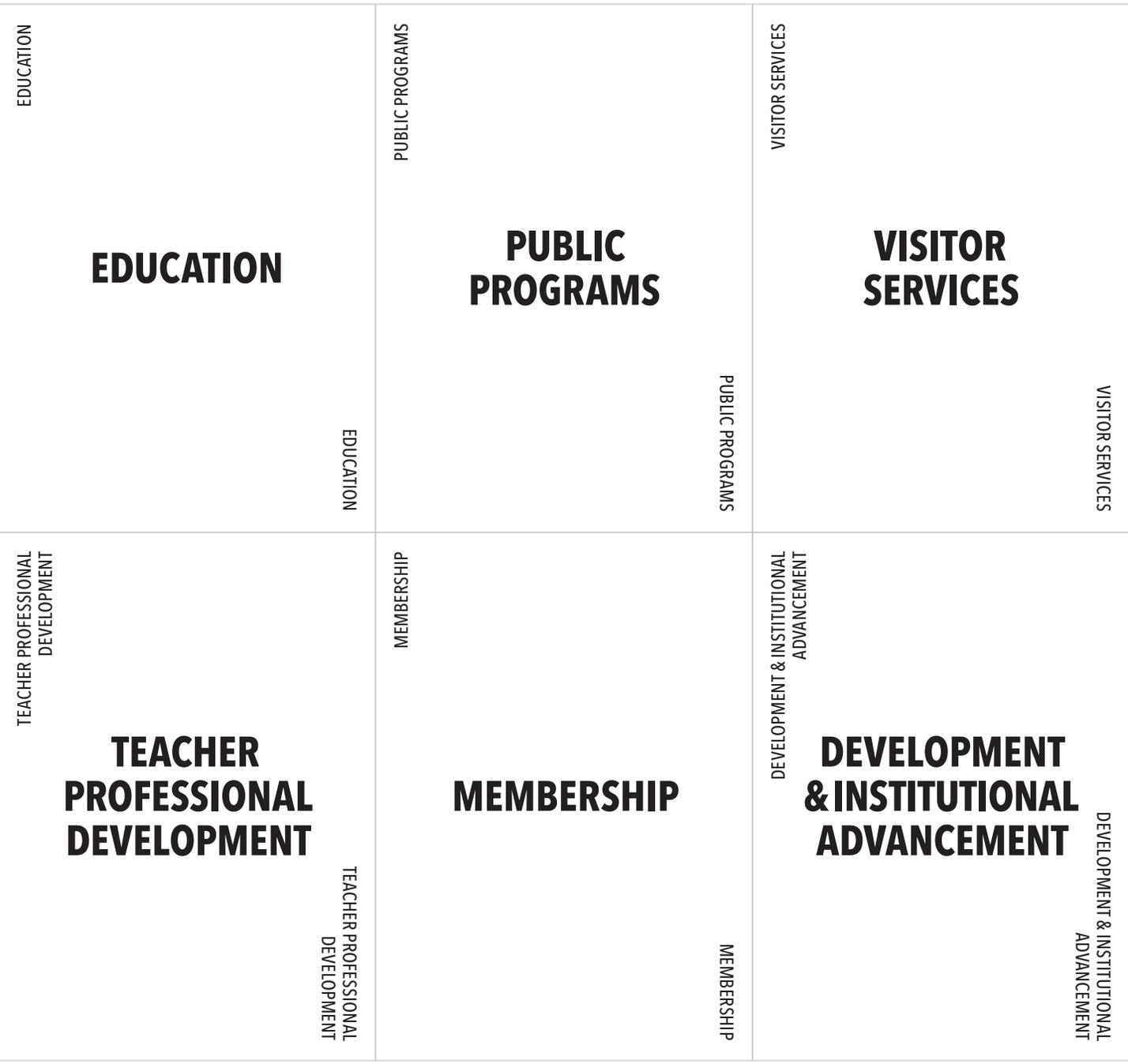
## **DEBRIEF**

**Discuss as a group what strategies helped you win a round.** Were there things you could do to help or hurt your chances of having your card picked? How did your own values or those of the other players factor into the game?

**Discuss as a group how these cards relate to each other.** Was there anything surprising about the SDGs or their connections to your work? Anything interesting or inspiring?

**CARDS FOR HUMANITY**

**CARDS FOR HUMANITY**





**CARDS FOR  
HUMANITY**





**CARDS FOR  
HUMANITY**

GIANT SCREEN THEATER

## **GIANT SCREEN THEATER**

GIANT SCREEN THEATER

CONSERVATION

## **CONSERVATION**

CONSERVATION

ANIMAL CARE

## **ANIMAL CARE**

ANIMAL CARE

LIVE ANIMAL DEMOS

## **LIVE ANIMAL DEMOS**

LIVE ANIMAL DEMOS

CURATORIAL

## **CURATORIAL**

CURATORIAL

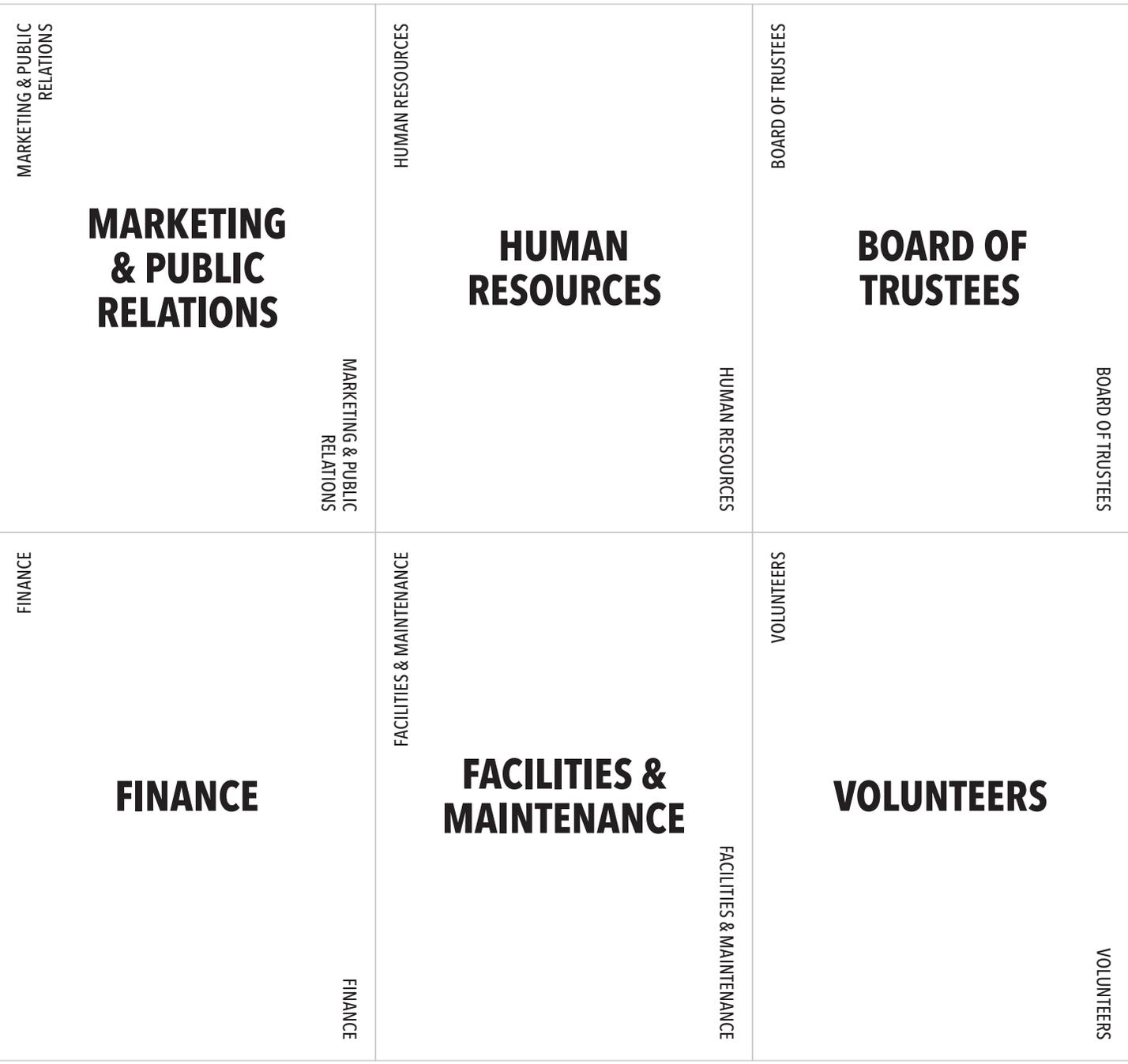
SPECIAL EVENTS & RENTALS

## **SPECIAL EVENTS & RENTALS**

SPECIAL EVENTS & RENTALS

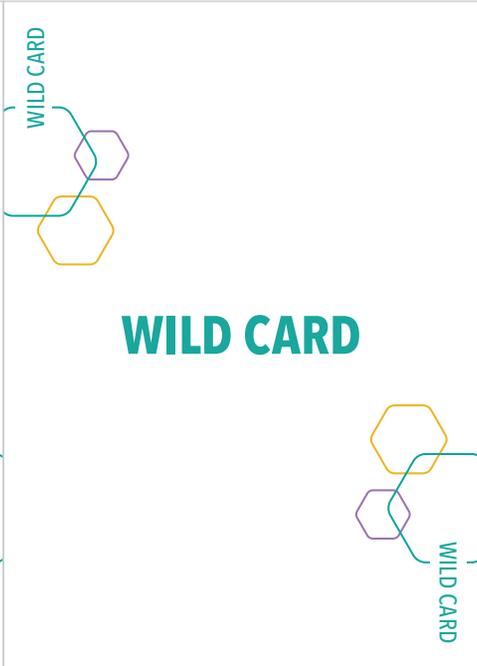


**CARDS FOR  
HUMANITY**





**CARDS FOR  
HUMANITY**



**WILD CARD**

**WILD CARD**

**WILD CARD**

**CARDS FOR  
HUMANITY**

**CARDS FOR  
HUMANITY**