

# Cards for Humanity

## Professional Development Game

### OVERVIEW

Cards for Humanity is a card game designed to help professionals at museums and similar cultural organizations identify ways to incorporate sustainability into all aspects of their work. The activity familiarizes participants with the United Nation's Sustainable Development Goals (SDGs) and provides an opportunity to consider ways that their organization can address the goals.



### MATERIALS

- Cards for Humanity game (one deck per 4–6 players)

Print-you-own cards are available for free download from **nisenet.org**. The graphic file should be printed out double-sided so that each card will have a face and back, then cut to size. Stiff paper such as cardstock works best.

### GAME RULES

**Gather 4–8 players.** Remove extraneous cards from the deck (instructions and blanks).

**Pick someone to be dealer and judge for the first round.** Deal out white word cards. Each card represents a role or department that museums and similar cultural organizations might have. Players should all receive the same number of cards. The exact number each player receives depends on the size of the group. Set aside any extras.

**Place the colored cards face down in the middle of the group.** Each colored card represents one of the United Nations' Sustainable Development Goals (SDGs). The judge flips over the top colored card and reads it out loud.

**Each player chooses a white card in their hand that could address the SDG.** In turn, players put down their chosen role or department and explain why they think that function could address the SDG. The judge decides which idea they like 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 dealer and judge for the next round.

**Continue play.** The game ends when you run out of colored or white cards.

**The objective is to win the most hands.** But more importantly, the objective is to generate creative ideas for ways your organization can address the SDGs.

## **FACILITATION NOTES**

This game is similar to the popular party games Cards Against Humanity® and Apples to Apples®. It is intended for professionals who work in cultural organizations such as museums and their community partners. You can use this card-based game in a variety of professional settings. For example, you can use it at a staff meeting to introduce the concept of sustainability and its relevance to your organization, at a green team meeting to brainstorm possible sustainability initiatives, or at a training to make staff and volunteers more comfortable with sustainability concepts and goals.

This game is best played with small groups of about 4–6 participants. If you are doing this activity with a large group, divide up and use multiple decks of cards.

Introduce the game by going over the basic rules. (The rules are also summarized on one of the cards in the deck, so players can consult them readily.) Be sure to encourage players to say why they have selected a certain card to address an SDG. Their explanation is what will convince the judge that their idea is best—and it's also what encourages learning and discussion.

It is helpful to model how each person plays a hand so participants understand what to do on their turn. For example, as you play a card you could say, "To achieve Responsible Consumption and Production, our Special Events & Rentals team could use local food suppliers and avoid single-use tableware."

Some of the white word cards may represent roles or departments that the players' organizations don't have. Go ahead and use them anyway, because they can still spark interesting ideas. There are also some blank cards in the deck, which you can customize by writing in any missing roles or departments that exist at your museum. If players aren't sure what is meant by one of the white cards, they can trade it out for a spare or just make something up (it's only a game!). The Wild Cards allow players to propose any role or department to address an SDG.

If you split up into smaller groups to play, when you reconvene, take a moment to share your experience. For example, you might have each team share one or two ideas that came up during their game.

## **DEBRIEF**

After you play, debrief the game:

- Was there anything surprising or inspiring about the SDGs or their connections to your work?
- Could you implement any of the ideas that were proposed?
- Did any of the ideas suggest promising partnerships that you could pursue?

## BACKGROUND INFORMATION

The Member States of the United Nations adopted the Sustainable Development Goals (SDGs) on September 25, 2015, by General Assembly resolution A/RES/70/1. The aim of the resolution is to achieve all 17 goals by 2030 and create a better and more sustainable future for everyone.

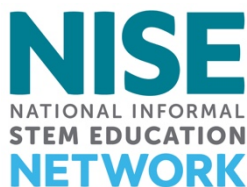
More information about the SDGs can be found online:

<https://sustainabledevelopment.un.org/sdgs>

<https://www.un.org/sustainabledevelopment/sustainable-development-goals/>

<https://www.youtube.com/watch?v=3WODX8fyRHA>

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The Sustainable Development Goals (SDGs) logo, color wheel, and icons are used according to the United Nations guidelines: [https://www.un.org/sustainabledevelopment/wp-content/uploads/2019/01/SDG\\_Guidelines\\_AUG\\_2019\\_Final.pdf](https://www.un.org/sustainabledevelopment/wp-content/uploads/2019/01/SDG_Guidelines_AUG_2019_Final.pdf)

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