

Three innovative games

From 8-year-old onwards



AQUA HEROES



On water

PLANET



On biodiversity

On children's
rights



All project results will be available on our website:

www.gamesforgoals.eu

Games developed as part of Games for Goals, a European project (funded by Erasmus+) coordinated by Le Partenariat. Games produced with partner organisations in Belgium, Germany, Portugal, the Netherlands and France.

Co-funded by the
Erasmus+ Programme
of the European Union



AQUA HEROES



5 mini-games

Topics

- Water misuse
- Chemical pollution
- Drought
- Flooding
- Plastic pollution



Pedagogical *objectives*


- 1/ During the game, the pupils work together towards a **common goal**.
- 2/ The pupils can explain **causes and consequences** of threats to clean water, and possible **solutions**.
- 3/ The pupils share their **reflections** on their own use of water.
- 4/ The pupils **plan actions** together for a sustainable use of water for all life forms in their environment.


Follow Sara, Alex, Max, Samuel, and Laura on their adventures to revive the river.

Several challenges await you to protect it!

About *the game*



 8-12 year-olds

 Duration: 30 minutes per mini-game + discussion

Please share feedback on the game
and help measure its impact!

<https://tinyurl.com/GFG-impact-EN>



Contact information

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PLANET



Topic Biodiversity

Collaborative game around five ecosystems to discover through challenges the threats and solutions that weigh on natural spaces and the species that live there!



Pedagogical *objectives*

- 1/ During the game, the pupils work collaboratively towards a **common goal**.
- 2/ The pupils understand our **dependance on biodiversity**, what threatens it and **how to protect it**.
- 3/ The pupils share **reflections** on their own relation to biodiversity.
- 4/ Together, the pupils **plan actions** for sustainable cooperation with biodiversity.

**Answer the successive calls of the poles, forests, oceans, savannahs and deserts
then solve the challenges to restore these ecosystems!**

About *the game*



 8-12 year-olds

 Duration: 30-45 minutes + discussion

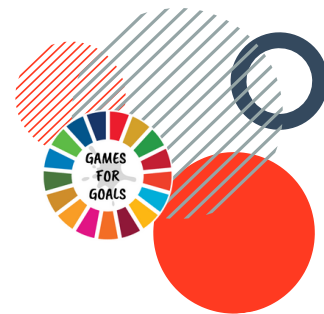
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Topic Children's rights

Cooperative game where teams board a train that travels the world to discover children's rights and how to enforce them!



Pedagogical *objectives*


- 1/ During the game, the pupils work collaboratively towards a **common goal**.
- 2/ The pupils understand that **every child has rights** that are recognised, and get aware that they're **not always respected**.
- 3/ The pupils **reflect on situations** in which their or other children's rights are (not) respected, and reflect on their relation to themselves, to others and to the world.
- 4/ Together, the pupils **plan actions** to help respect all children's rights, and in particular the right for every child to be themselves.

**Embark on an international adventure and use your memory and creativity
to assert all children's rights!**

About *the game*



 8-12 year-olds

 Duration: 30-45 minutes + discussion

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CATALOGUE

a collection of innovative pedagogical tools

Topics

Global citizenship & Sustainable development

A website featuring educational resources, including educational games, to raise awareness among elementary school students about various issues. The resources come from the project's various partner countries and are available in several languages.

Innovative *characteristics*



Active: Activities are fun, participatory, and dynamic.

Transformative: Activities are impactful, creative, and engaging.

Collective: Activities are as collaborative and inclusive as possible.

Direct access to the catalogue

<https://gamesforgoalscatalogue.eu>



Explore our catalog and discover French and European educational resources to raise awareness in innovative ways about the 17 Sustainable Development Goals!

About *the catalogue*

- Who is it for? Depending on the game, ages 6 to 14
- Length: Depending on the game, 30 minutes to several hours
- Most games are free to download



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