

Sus-GAME-ability

Introduction

The Sus-GAME-ability toolkit provides an interactive introductory lesson on sustainability. Students learn about the importance of sustainability in a fun way. In this toolkit, students are introduced to the impact of sustainability specifically on the environment. In addition to a general explanation of the term sustainability, a child-friendly explanation of the impact of unsustainable living is introduced to the students. The browser game Susgameability offers the students a computer game, with which they get an insight into the sustainability goals of the United Nations and which meaning these goals contain. Finally, students are taught about the simple ways each of them can impact the world in a simple and sustainable way.

Necessities

- Paper and pen
- Computer and an Internet connection








Questions/Quiz



At the end of the lesson a “kahoot” game will be played.

Feedback

	I totally agree	I agree	Neutral	I disagree	I totally disagree
					
I knew exactly what I had to do					
The lesson was well prepared					
The tasks were easy					
I had plenty of time to complete all the tasks					
The topic was exciting					
I understood everything					
The lesson was interesting					
I have learned new things					
I had fun					
The teacher helped me					
I liked the lesson					